



# Future Land Use Map

The Future Land Use Map provides direction on how the land within and surrounding the City of Pocatello is to be used for future (re)development. This is to be used in tandem with the City's current zoning ordinance (Title 17) which utilizes Euclidean zoning, characterized by the separation of land uses by use type.

## Designations

The following are land designations and their descriptions for the Future Land Use Map:

### Open Space (OS)

This designation denotes projected or existing private, public or quasi-public open space areas. These areas may include Federal, State, City and/or privately-owned land, parks, cemeteries, golf courses, trails, river areas, nature/conservation areas, and/or agricultural land.

### Residential (R)

This designation denotes projected or existing residential areas of various densities and forms. These areas include a range of residential uses from suburban to urban neighborhoods.

### Mixed-Use (MU)

This designation denotes projected or existing areas that allow a mixture of compatible residential and commercial uses within a structure, development, or areas that serve as a transition between a residential and a commercial zone.

### Commercial (C)

This designation denotes projected or existing areas that allow commercial uses with upper-story residential uses.

### Urban Core (UC)

This designation denotes projected or existing areas of the highest density and a variety of uses including multi-story commercial, upper-story residential and mixed uses, and residential apartment or condo buildings.

### Employment (E)

This designation denotes projected or existing areas that allow commercial and office park uses.

### Industrial (I)

This designation denotes projected or existing areas that allow industrial or office park uses.

### Special Districts (SD)

This designation denotes projected or existing areas that by their function, disposition, or configuration cannot, or should not, conform to one or more of the other designations.

## Future Land Use

