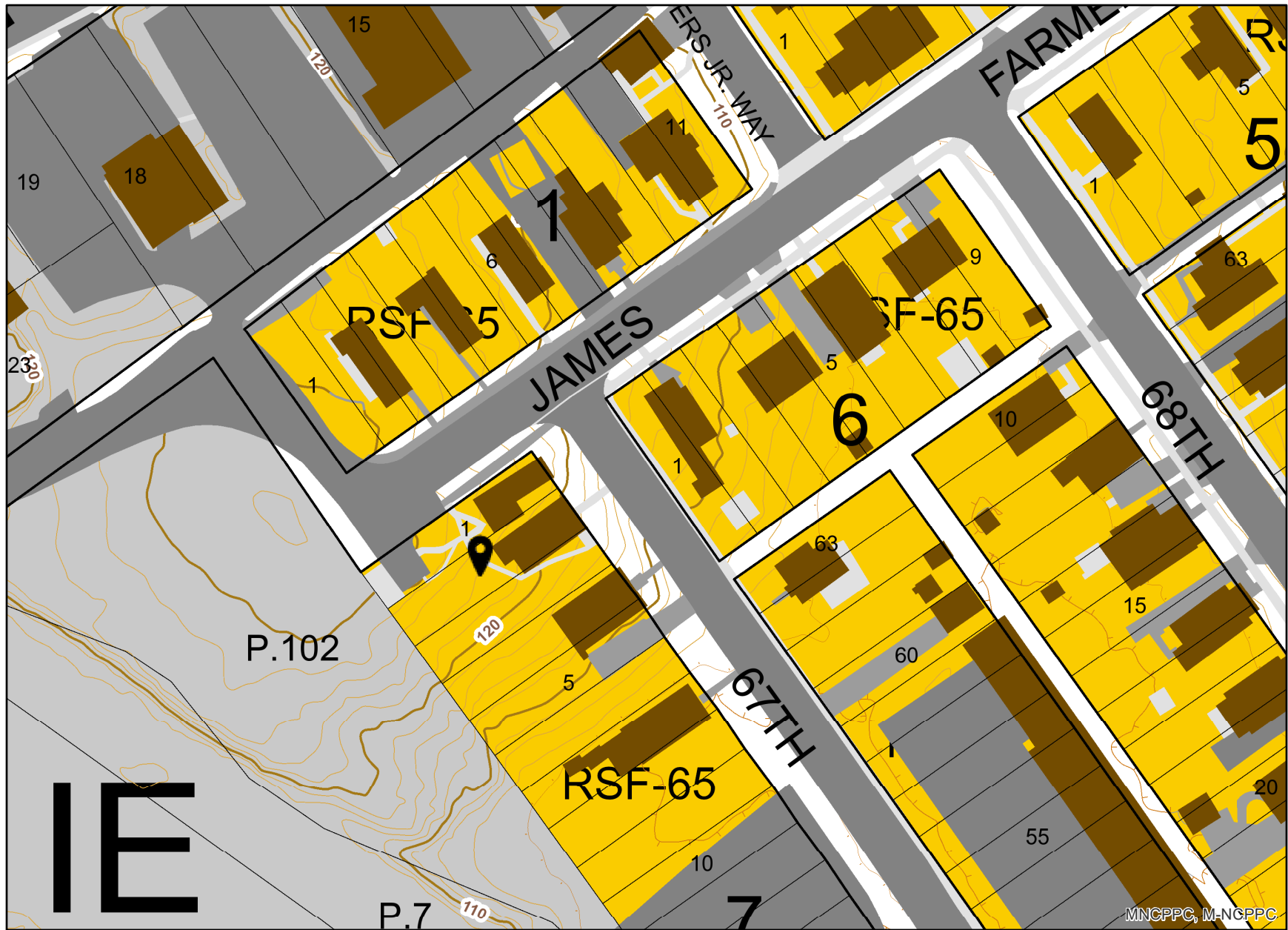


VICINITY MAP



Legend for VICINITY MAP

Property

Road Casings




Property




Environmental


Impervious Surface (2020)




Asphalt




Athletic




Bridge - Asphalt




Bridge - Concrete




Bridge - Paved




Bridge - Uncertain




Bridge - Wood




Buildings




Concrete




Dam




Paved




Gravel



Helipad



Patio



- Pool
- Substation
- Smokestacks
- Storage Tank
- Track
- Wood

Elevation

- Contour - 2 Ft (2021)
- 7101 (Index Contour)
- 7102 (Intermediate Contour)
- 7103 (Index Depression Contour)
- 7104 (Intermediate Depression Contour)
- 7105 (Index Hidden Contour)
- 7106 (Intermediate Hidden Contour)
- 7107 (Index Hidden Depression Contour)
- 7108 (Intermediate Hidden Depression Contour)

Easement

- Environmental and Cultural (Platted)
- Conservation
- Floodplain



Landscape



Water Management

MALPF, HARPP and Rural Legacy



HARPP



MALPF



Rural Legacy

Miscellaneous (Platted)



Access



Construction



Lot Line



Negative



Signage



Trail



Utility



Water Management

Mount Vernon Scenic Easement Area



Transportation and Circulation (Platted)



Access



Public Utility



Trail

Zoning

Aviation Policy Areas



1



2



3M; 3S



4



5



6

Chesapeake Bay Critical Area Overlay (2015)



Military Installation Overlay - Height



Military Installation Overlay - Noise



High Noise Intensity Zone



Noise Intensity Zone

Military Installation Overlay - Safety



Accident Potential Zone 1



Accident Potential Zone 2



Clear Zone

Neighborhood Conservation Overlay



Prior Special Exception



Special Exception



Zoning Line



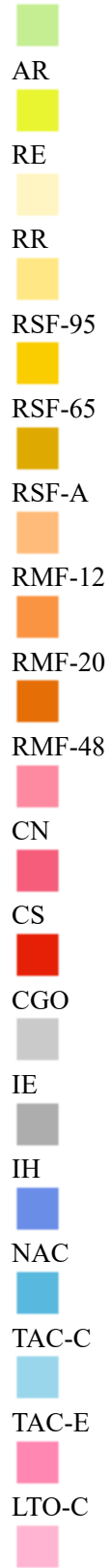
Zoning



ROS



AG



- LTO-E
- RTO-L-C
- RTO-L-E
- RTO-H-C
- RTO-H-E
- RMH
- LCD
- LMXC
- LMUTC
- R-PD
- NAC-PD
- TAC-PD
- LTO-PD
- RTO-PD
- MU-PD
- IE-PD

Default
Property Base Fill