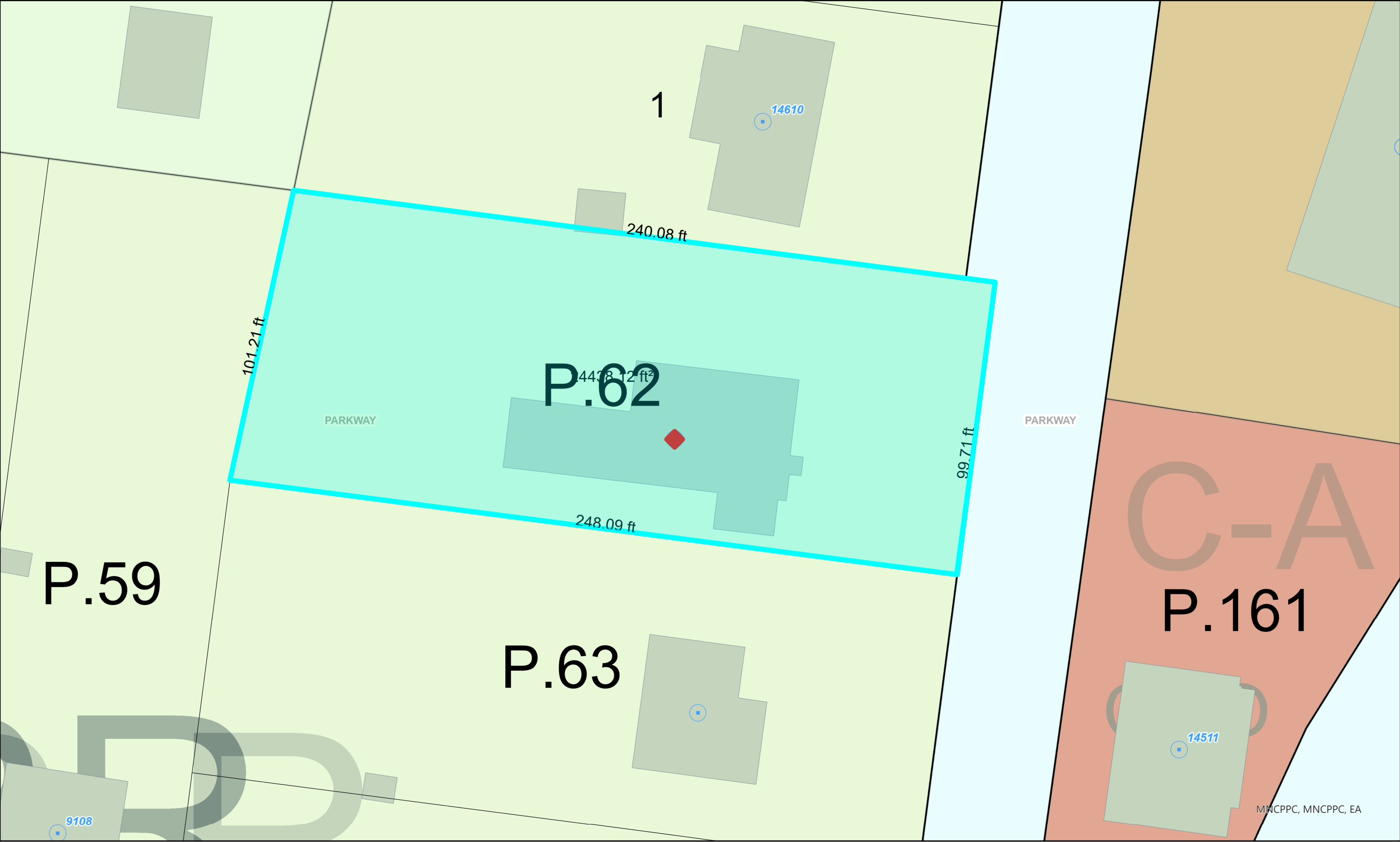


11x17 Landscape



Property

Road Casings

Sewer and Water

Water Category (DPIE)

W-3 Community System

W-4 Community System Adequate for Development Planning

W-5 Future Community System

W-6 Individual System

W-6P Private, Shared or Community System

Sewer Category (DPIE)

S-3 Community System

S-4 Community System Adequate for Development Planning

S-5 Future Community System

S-6 Individual System

S-6P Private, Shared or Community System

Sewer Envelope (DPIE)

AVAILABILITY

No Community System Planned

Data provided by Prince George's County Planning Department - 2




Planned or Existing Community System
Sewer Basin (WSSC)




Administrative


Address Point




Building (2023)




Buildings




Buildings Under Construction



Overhead Rooftops/Canopies




Parking Garage




Ruins

Zoning


Zoning Beltway Region




Aviation Policy Areas




1




2

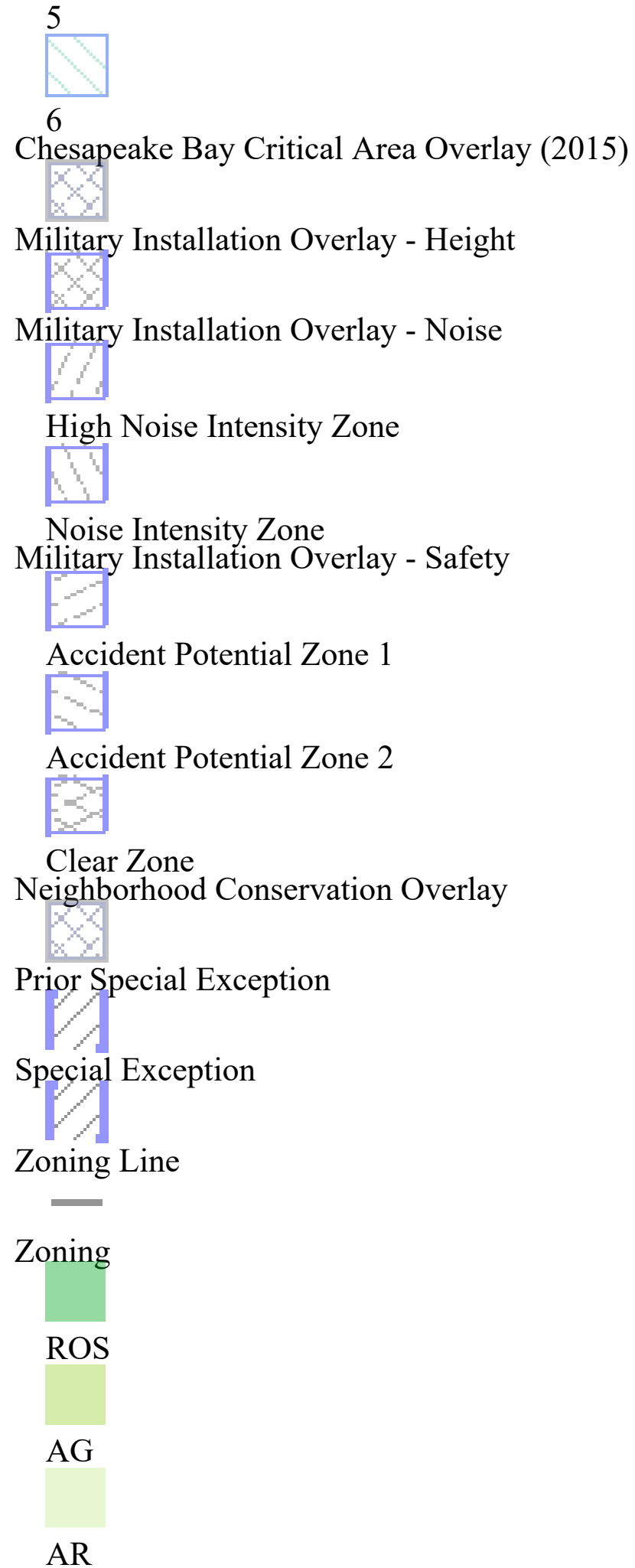


3M; 3S



4







- TAC-E
- LTO-C
- 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

Zoning Prior

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

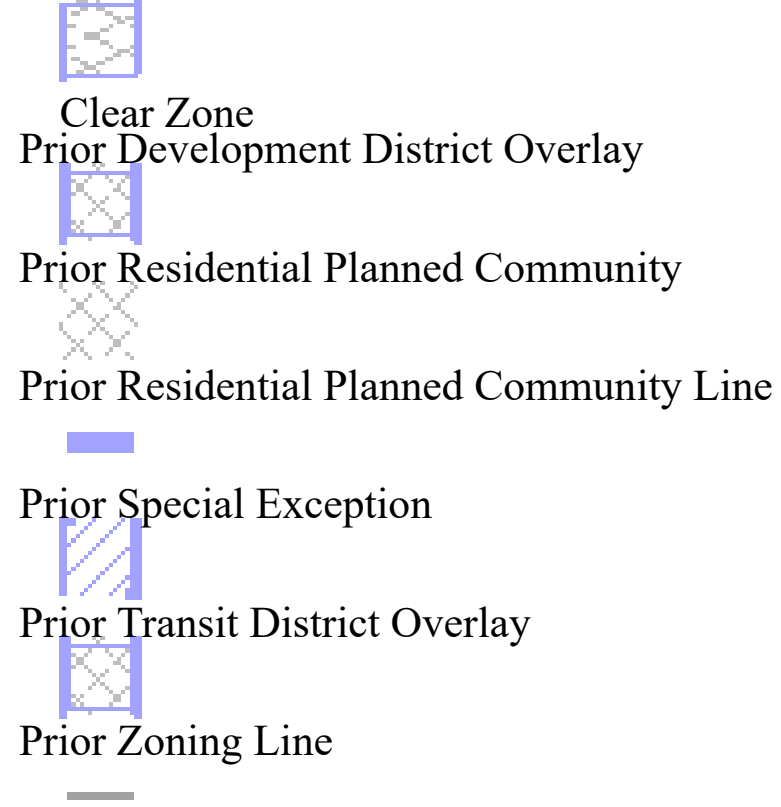
Military Installation Overlay - Safety



Accident Potential Zone 1



Accident Potential Zone 2



Zoning



C-1



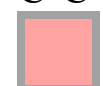
C-2



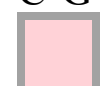
C-A



C-C



C-G



C-H



C-M



C-O



C-R-C

- C-S-C
- C-W
- E-I-A
- I-1
- I-2
- I-3
- I-4
- L-A-C
- M-A-C
- M-U-I
- M-X-C
- M-X-T
- M-U-TC
- O-S
- R-10

- R-10A
- R-18
- R-18C
- R-20
- R-30
- R-30C
- R-35
- R-55
- R-80
- R-A
- R-E
- R-H
- R-L
- R-M
- R-M-H
- R-O-S



R-R



R-S



R-T



R-U



U-L-I



V-L



V-M

Default

Property Base Fill

