Home Occupations

General Requirements

- The home occupation shall be clearly **incidental and secondary** to the residential use of the property.
- No more than 25% of the gross floor area of the home (excluding attached and detached assessor structures) shall be used for a home occupation.
- The business operator must **reside in the home**.
- Business may not take place between the hours of 10:00 PM and 7:00 AM.
- All home occupations shall be **conducted entirely within the principal dwelling**; except that 50% of the total floor area of attached or detached accessory buildings on a site—to a maximum of 500 square feet—may be used for storage of equipment, trailers, or materials related to the home occupation, provided there is no assembly, display, manufacturing, repair, or other business operations conducted within an accessory building.
- All applicable **fire and building codes** shall be met.

- Commercial vehicles and commercial trailers must be stored within a building, except that parking of one commercial vehicle of less than twelve thousand (12,000) pounds gross vehicle weight rating (GVWR) OR of one fully enclosed commercial trailer with a bed length of 14 feet or less may be parked on an established driveway or parking area that is surfaced with asphalt, concrete, or other cityapproved materials.
- No exterior storage of equipment, materials, or trailers shall be allowed, except for one fully enclosed trailer that may be allowed (see bullet point above).
- No commodities shall be sold on the premises except for incidental materials.
- Signs or displays (inside or outside) shall not be visible from outside the home.
- Electrical equipment that creates electrical interference to adjacent properties may **not** be used in the business.
- **No internal or external alterations** shall be allowed that are not customary to a home.

Definition & Types

A **Home Occupation** is a business that is conducted from a person's home. The city regulates home occupations in order to maintain the character and integrity of residential neighborhoods.

There are two types of *Home Occupations*: "*Permitted*" and "*Licensed*." A permitted home occupation does not require a license. A licensed home occupation requires city approval.

Licensed Home Occupations

- Other than the business operator who resides in the home, no one shall participate in business activities at the home. Other persons may be employed by the business provided no more than 2 employee vehicles are regularly parked outside, and provided all work activities by employees are performed off the premises.
- Examples of licensed home occupations include: massage therapy, barber and beauty services, photography studio, lessons, saw sharpening, and small appliance repair.
- **Do not** have more than 10 client appointments per day upon the premises.

- A licensed home occupation may involve: stock-in
 -trade incidental to the performance of the service
 but not sold on the premises, repair service or
 manufacturing which requires equipment other than
 that customarily found in the home.
- On-street parking may be allowed to accommodate the parking demand of a licensed home occupation.
 If on-street parking is necessary, the city shall establish the maximum number of on-street parking spaces permitted.

Permitted Home Occupations

- Do not have more than one client or customer per day coming to the home for purposes pertaining to the business.
- Do not employ any persons that do not reside in the home.
- **Do not** use on-street parking facilities to accommodate parking demand.

Prohibited Home Occupations

- Auto repair of vehicles not belonging to a resident of the dwelling, regardless of whether the repair is for financial gain.
- Pet care facilities, except for pet grooming.
- Gun or ammunition sales/repair.
- Music instruction or recording studios, unless conducted within a singlefamily detached dwelling.
- Businesses, education programs or other similar gatherings that meet on a regular basis and have more than 5 non-residents in attendance at a time.