

Zoning Map
Generalized Zoning Districts - Not Official Zoning Map

Seabrook
New Hampshire

LEGEND

Generalized Zoning Districts

- 1, Rural
- 2, Beach Commercial
- 2, Commercial
- 2R, Beach Residential
- 2R, Residential
- 3, Industrial
- 4, Conservation

Zoning districts for Town of Seabrook were mapped by the Rockingham Planning Commission from the Town's 1996 Zoning Ordinance

BASE FEATURES

- | | | |
|---|--|--|
| <p>Roads</p> <ul style="list-style-type: none"> State Maintained Roads Municipally Maintained Roads Private Roads Class VI - Unmaintained Municipal Trail | <p>Political Boundaries</p> <ul style="list-style-type: none"> State Boundary County Boundary Town Boundary Railroad Abandoned Railroad Major Powerline Major Pipeline | <p>Surface Water Features</p> <ul style="list-style-type: none"> Stream, Shoreline Intermittent Stream Other Water Feature Bodies of Water USGS Wetlands Adjacent Municipalities |
|---|--|--|

This is a static legend for the Rockingham Region. All features may not be present within the extent of this map.

MAP DATA SOURCES

Zoning Districts were mapped by RPC over our standard base map. This map is representative of the municipal zoning map and should not be considered as the 'Official' zoning map of the municipality. Zoning district boundaries for the region's communities were automated by RPC based on interpretation of municipal zoning ordinance descriptions and municipal zoning maps and are generalized and may not reflect their true location, especially for zones that are spatially defined using specific tax lots.

Base Features (transportation, political and hydrographic) were automated from the USGS Digital Line Graph data, 1:24,000, as archived in the GRANIT database at Complex Systems Research Center, Institute for the study of Earth, Oceans and Space, University of New Hampshire, Durham, NH, 1992-1999. The roads within the Rockingham Planning Region have been updated by Rockingham Planning Commission and by NH Department of Transportation through ongoing efforts.

