

Portland Land Use Matrix: Evaluating the Impact of an Easement Upon the Area Within the Easement									
	Before*	GAP	After**	Comments		Before*	GAP	After**	Comments
Passive Use for Land					Site Improvements				
Setbacks					Swingset, play structure				
Buffer / open space					Flagpole, antenna, satellite dish				
Density calculation					Crops, annual plants				
Drainage / flood control					Landscaping below 4' height				
Interim Use					Fencing and/or gates				
Maintain grass and/or vegetation					Orchards, perennial crops				
Unpaved driveways and/or parking					Paved driveways (access)				
Temporary sign					Paved parking				
Fruit Stand, food truck site					Paved streets				
Fair, art show, event - short term					Trees with mature height over 4 feet				
Temporary buildings (shed, prefab structure)					Entry feature, wall				
Yard storage (RV, boat, building materials)					Outdoor lighting structures				
Utilities					Foundations, footers				
Well and/or pump/pump house					Storage tanks - below ground				
Septic System and/or drainfield					Storage tanks - above ground				
Irrigation system (pipes and risers)					Adjust slope (fill, retaining wall, terrace)				
Aboveground utility lines and poles					Water feature (swimming pool, fountain)				
Underground utilities lines, related structures					Culvert / bridge				
Drainage structure (wet or dry pond, canal)					Yard storage high (racks, booms, cranes)				
Dumpster, trash receptacle					Mining				
Solar power generation equipment					Structural improvements				
Wind power generation equipment					On-Premises sign				
*Before condition - reflect restrictions caused by pre-existing conditions (easements, physical features) **After condition - reflect pre-existing conditions AND the impact of the proposed easement					Billboard				
					Telecommunications tower				
					Barns and non-enclosed structures				
					New construction of permanent building(s)				
					Expansion of existing building(s)				
PLUM 1.0 Thoreson / Wilson					IRWA Portland June 2019				