



# Future Land Use Plan

**LD Low-Density Residential**  
 Provides for lowest density of traditional suburban style housing. The low density residential designation is typically reserved for established subdivisions with a density of approximately 1 unit per acre or less.

**MD Medium-Density Residential**  
 Provides a density that is consistent with traditional suburban style housing. The medium density residential designation is utilized throughout town for a majority of its established subdivisions and for large parcels of land that do not yet have water or sewer but could accommodate a density of 3- 5 units per acre.

**D Downtown**  
 Area of town where a mix of retail, office, light manufacturing, and limited residential establish the historical and architectural identity of Waxhaw.

**MU Mixed-Use**  
 Areas targeted for a mixture of retail, office and medium density residential housing choices that is walkable and convenient to neighborhoods. Designed to be on the periphery of the downtown core and in strategic locations that can function harmoniously with the surrounding residential areas.

**C Commercial**  
 Provides for highway oriented retail and service centers primarily along the town's primary north/south transportation corridor, Highway 16.

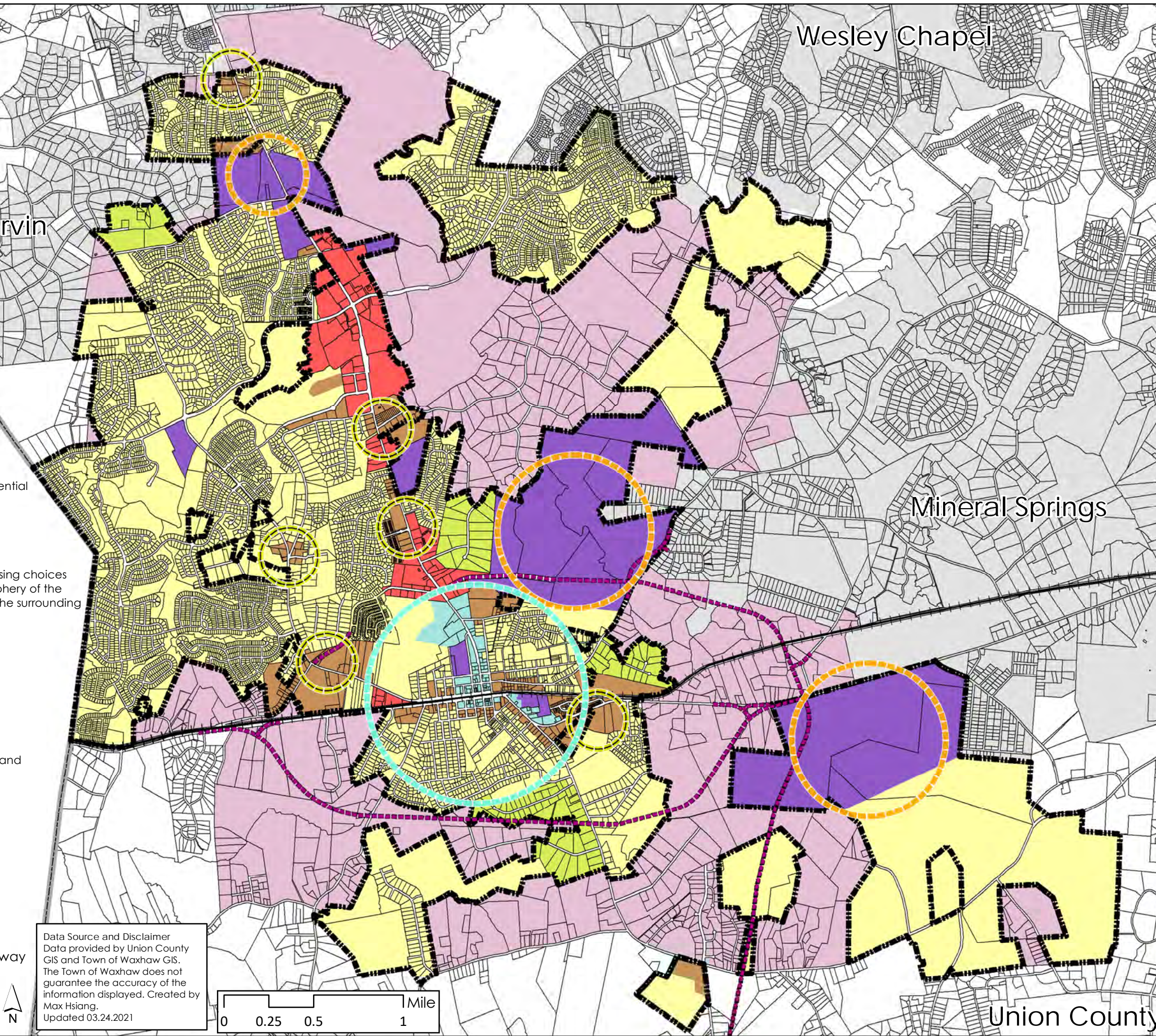
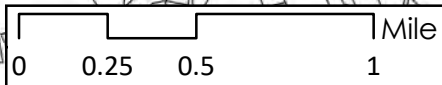
**EC Employment Center**  
 Provides areas that are intended to encourage the development of economic and employment opportunities along current and future transportation routes.

**JPA Joint Planning Area**  
 Areas in the county jurisdiction that the town wishes to plan concurrently with Union County.

## Growth Strategy

- Downtown Center
- Economic Center
- Neighborhood Center
- Railroad
- Conceptual Waxhaw Parkway
- Waxhaw Town Limits
- Union County Boundary

Data Source and Disclaimer  
 Data provided by Union County GIS and Town of Waxhaw GIS. The Town of Waxhaw does not guarantee the accuracy of the information displayed. Created by Max Hsiang. Updated 03.24.2021



Marvin

Wesley Chapel

Mineral Springs

Union County