

CONDITIONS OF APPROVAL
Use Permit 20-002/Stone Owner-Occupied Short-Term Rental

1. Short-term rental occupancy is limited to two renters and one vehicle.
2. The project shall comply with provisions of the Mono County General Plan (including Chapter 25, Short-Term Rentals), Mono County Code (including but not limited to 10.16.060(A)), and project conditions.
3. All short-term rental customers must sleep within the dwelling; customers are not allowed to reside in an RV, travel-trailer, or similar mobile-living unit on the property or any neighboring property.
4. The project shall comply with provisions of Mono County Code Chapter 5.65, Short-Term Rental Activity in Residential Land Use Designations, by obtaining the STR Activity permit, TOT certificate, and business license prior to commencing operation.
5. Project is required to comply with any requirements of the Wheeler Crest Fire Protection District. The applicant shall provide a final “will-serve” letter from the White Mountain Fire Protection District indicating the FPD will provide service to the project.
6. No advertising or rentals shall occur until after the COVID-19 Public Health Orders are lifted to allow recreational & leisure stays.
7. Project is required to comply with any requirements of the Long Valley Fire Protection District.
8. Property shall be maintained in a neat and orderly manner.
9. Project shall comply with applicable requirements by other Mono County departments and divisions including, but not limited to, Public Works, Tax Collector, Sheriff’s office, Building Division, and Environmental Health.
10. If any of these conditions are violated, this permit and all rights hereunder may be revoked in accordance with Section 32.080 of the Mono County General Plan, Land Development Regulations.
11. Use Permit 10-001 is revoked.

Optional Condition for Planning Commission Review:

1. Within the first year of activity and prior to renewal, an emergency water tank meeting the requirements of Chapter 22 shall be installed on the property.