Mobile Food Units

Planning Division Requirements

Planning looks at the zoning, site layout and traffic concerns for mobile food units.

There are three basic scenarios for mobile food units:

- 1) On private property not at commissary,
- 2) On private property at commissary, and
- 3) On public property.

Mobile Food Unit on Private Property

(not in a right of way or park; and not at commissary)

Question 1 - In what zones can I setup my mobile unit to serve food?

- All commercial, manufacturing and industrial zoning districts
- Residential zoning districts:
 - Churches, schools only 6 hours in a 24 hour period and must be at least 100 feet from homes
 - Apartments only 6 hours in a 24 hour period
- Mobile Units must have written property owner permission

Look at the City Maps for your Zoning district: <u>HERE</u> or email <u>Planning@cosatx.us</u>

Question 2 - How long can I stay at this location?

 Up to three days; then the mobile unit must vacated the property for at least 3 consecutive days

Question 3 – Do I need to provide parking for customers?

- All-weather parking surface must be provided
 - Asphalt, concrete, or caliche
 - Dirt/grass is NOT acceptable

Mobile Food Unit at their Commissary.

Question 1 – How long can I stay at this location?

Mobile units located at their commissary are allowed without a time limit

Question 2 - Where can I locate & what other requirements must I comply with?

- May locate in any zoning district that allows a restaurant
- Unit must be parked on a paved surface asphalt/concrete
- The entire site where the commissary and mobile food unit is located must comply with:
 - Building setbacks
 - Parking requirements
 - Fencing requirements

- o Signs
- Overlay District rules if located within a special district



Question 3 – Do I need to provide parking for customers?

- Yes, parking is calculated based on the square footage of the mobile food unit and any seating areas, with a minimum of two spaces required.
- Parking spaces must be paved

Mobile Unit is on Public Property

(right-of-way, sidewalk, parks)

Question 1 – How long can I stay at this location?

Mobile Units may occupy one location within the public right-of-way for no more than
12 hours, or as limited by current parking regulations

Question 2 - Where can I locate and who gives permission to park in the public areas?

- Right-of-Way the area of a street, typically along the curb
 - Cannot block driveways, sidewalks, or alleyway, or parking spaces (other than a single parking space or an area designated for a mobile food unit)
 - Mobile Unit must be more than 200 linear feet from homes
 - Mobile Unit must be more than 100 linear feet from the entryway of an existing, open restaurant (unless you have the permission of the restaurant).
 - Mobile Unit must be more than 200 linear feet from public or private schools (unless you have the permission of the school).
- Sidewalk must be in accordance to a Special Event Permit
 - Contact Parks and Recreation HERE or 325-657-4279
- Parks including lake areas
 - Parks have designated areas for mobile food units
 - Contact Parks and Recreation HERE or 325-657-4279
- Mobile Units located in a park or right-of-way may only operate between the hours of 7:00 AM and 10:30 PM, except with a special event permit

Rules that apply to all Mobile Units

Mobile Units cannot block sidewalks, impede traffic, nor take up multiple parking spaces at any time unless they have been approved by a City of San Angelo Special Use permit; this includes private or public property.

Mobile Units must have trash cans and all commissaries must have a restroom, a grease trap, and paved parking for their mobile unit and customers.

Mobile Units that fry or cook items that have grease laden vapors will need a system approved by the City's Fire Prevention Division.

If you are planning on opening a mobile food business please contact the City of San Angelo – Development Services Division for a pre-development meeting for useful information and input. Please contact us HERE or email Development.services@cosatx.us