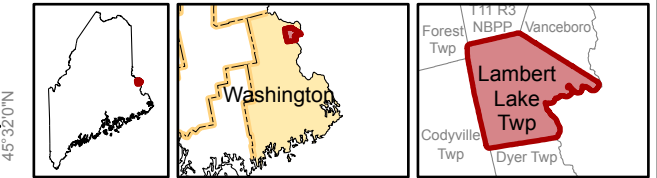


# Lambert Lake Twp.



T1 R3 TS  
Washington County



Land Use Guidance Map  
Department of Agriculture, Conservation and Forestry  
Maine Land Use Planning Commission

## Legend

### DEVELOPMENT SUBDISTRICTS

- D-GN: General
- D-RS: Residential

### PROTECTION SUBDISTRICTS

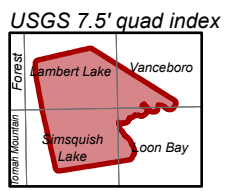
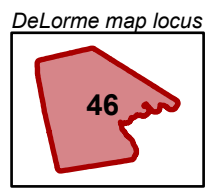
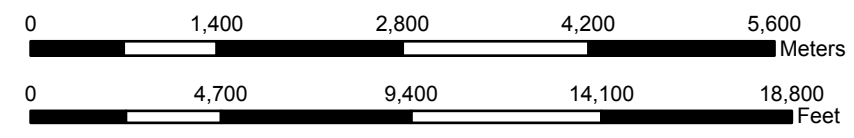
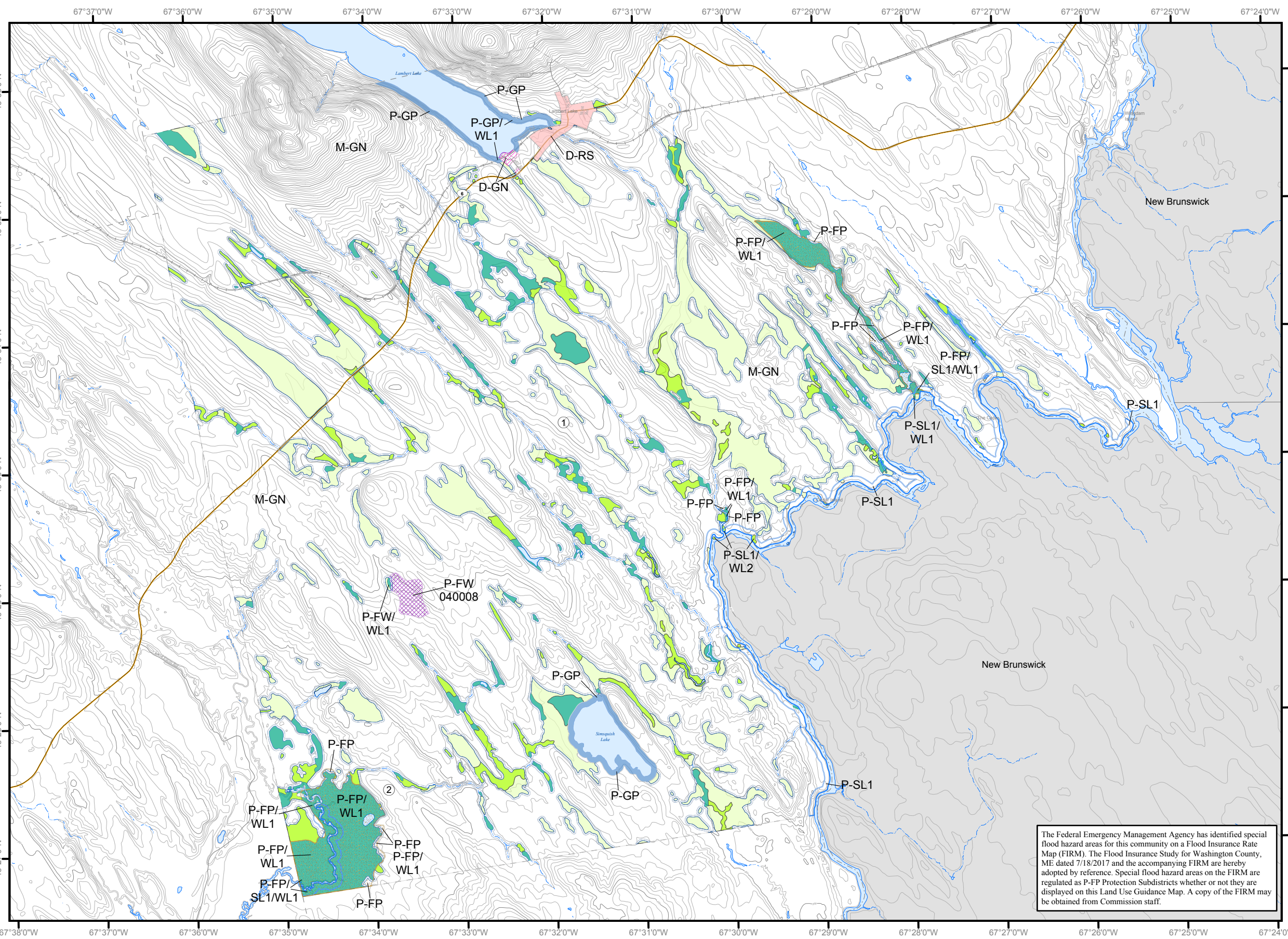
- P-FP: Flood Prone
- P-FW: Fish and Wildlife
- P-GP: Great Pond
- P-SL1: Shoreland - 250'
- P-SL2: Shoreland - 75'
- P-WL1: Wetlands of Special Significance
- P-WL2: Scrub-shrub Wetlands
- P-WL3: Forested Wetlands

This map does not show all designated P-WL Subdistricts, such as non-tidal water bodies and freshwater wetlands within 25 feet of flowing waters.

This map is a reduced-size version and should not be considered definitive. Full sized, official Land Use Guidance Maps are available on the LUPC website or by request.

Amendments			
Location #	Zoning Permit	Effective Date	Remarks
1	ZP766	08/18/2005	Adoption of digital NWI wetlands
2	ZP796	05/25/2017 08/01/2024	Adoption of FEMA maps in Washington County Clerical correction to FEMA map adoption text

The Federal Emergency Management Agency has identified special flood hazard areas for this community on a Flood Insurance Rate Map (FIRM). The Flood Insurance Study for Washington County, ME dated 7/18/2017 and the accompanying FIRM are hereby adopted by reference. Special flood hazard areas on the FIRM are regulated as P-FP Protection Subdistricts whether or not they are displayed on this Land Use Guidance Map. A copy of the FIRM may be obtained from Commission staff.



- Map amendment location
- Point at which a river drains 25 square miles - symbol points upstream (12 M.R.S. Sec. 682-B(4))
- 9999 MIDAS number: Unique number assigned to each standing body of water in Maine.
- WQLL Water Quality Limiting Lake - Refer to Section 10.23.E.3.g of the Commission's Land Use Districts and Standards.
- Lake Management Classes - Refer to Section 10.02 (Definitions) of the Commission's Land Use Districts and Standards.
- MC#