

RURAL SITING NEEDS RULES

Large facilities can reshape land, utilities, resources, and public costs far beyond the parcel.

1

POWER

Prove available capacity and make the developer bear grid and substation costs.

2

WATER

Use closed-loop, air-cooled, reclaimed, or other low-consumption systems.

3

DISTANCE

Use large parcels, internal equipment placement, setbacks, and native screening.

4

ACCOUNTABILITY

Disclose demands, monitor impacts, and bind promises through permit conditions.

Rural land may offer space, but that space does not erase wells, farms, habitat, homes, or infrastructure limits.

RURAL LAND IS NOT EMPTY LAND.

REPLACE ASSUMPTIONS WITH PROOF

The paper recommends turning common project claims into measurable application requirements.

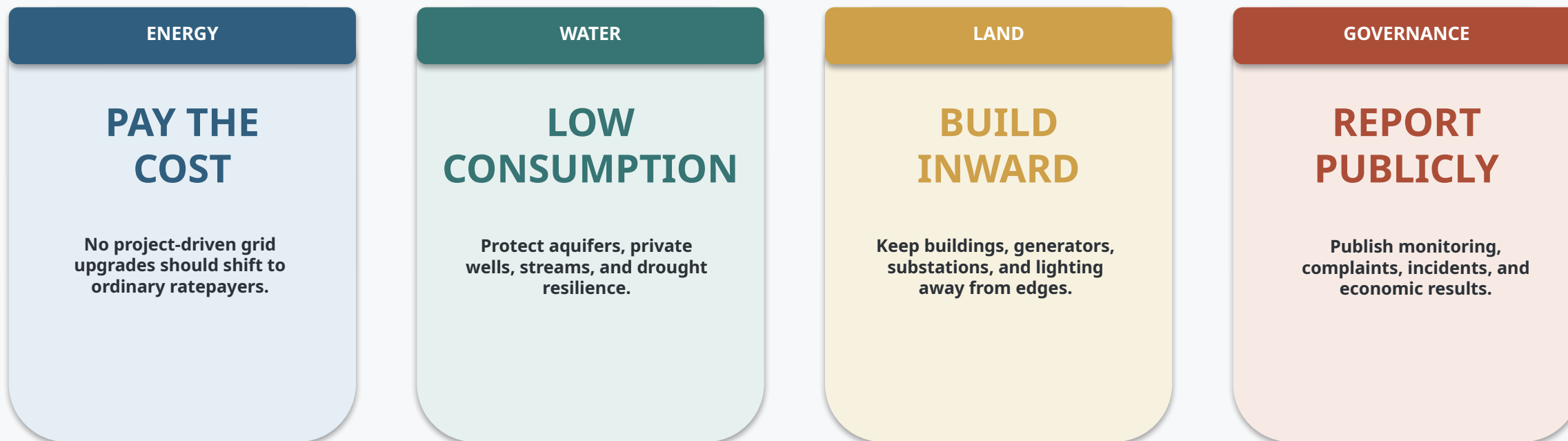
ASSUMPTION		REQUIREMENT
The grid is nearby	→	Prove capacity and full cost
Water will be available	→	Use low-consumption cooling
Buffers will be enough	→	Model noise and views
Jobs justify impacts	→	Disclose costs and benefits

A complete application should show how the facility works at full scale, not rely on later details.

PROVE IT BEFORE APPROVAL.

FOUR RURAL DESIGN TESTS

The most important parameters connect the site plan to resources outside the fence line.



The best site is not simply buildable; it must also carry its own resource and infrastructure burden.

THE FENCE LINE IS NOT THE IMPACT LINE.

THE CITIZEN 4x4

Four practical standards help preserve rural character while testing any claimed benefit.

- 01

USE DISTURBED LAND

Prefer existing industrial or previously disturbed sites over farms and habitat.
- 02

KEEP EQUIPMENT IN

Place noise, light, generators, and substations deep inside the property.
- 03

MEASURE IMPACTS

Require full-load modeling plus post-construction testing and monitoring.
- 04

BIND THE PROMISES

Put cost, water, noise, reporting, and decommissioning terms in the permit.

Rural compatibility must be demonstrated through the site plan, the numbers, and enforceable conditions.

DESIGN FOR THE NEIGHBOR, NOT THE RENDERING.