the building setback line shown on the plat. No building shall be located nearer to any side lot line than the distance represented by 10% of the average width of such lot, and in no event shall be less than 5 feet, but need not be greater than 12 feet.

- 10. No residential structure shall be erected or placed on any building plot, which plot has an area of less than 10,000 square feet or width of less than 75 feet at the front building setback line, except Lots 1 through 14 inclusive, on which may be erected a boat house and guest house provided they are approved as to size and location as provided for in Paragraph 7 above.
- 11. No noxious or offensive trade or activity shall be carried on upon any of the lots affected by these restrictions, nor shall anything be done thereon which may be or become an annoyance or nuisance to the neighborhood.
- 12. No trailer, basement, tent, shack, garage, barn or other outbuilding erected on any lot affected by these restrictions, shall at any time be used as a residence temporarily or permanently, nor shall any structure of a temporary character be used as a residence, unless approved in writing by the committee referred to in Paragraph 7 above.
- 13. The minimum permitted ground floor area of the main structure, exclusive of open porches and garages, located on any lot affected by these restrictions shall be not less than 1,000 square feet, except boat houses and guest houses, provided they are approved by the committee referred to in Paragraph 7 above.
- 14. No fences of any type shall be erected on any residential lot in front of the front wall of the dwelling located on any lots affected by these restrictions, except that a fence not in excess of eighteen (18) inches in height will be permitted to be located between the front wall of the house and the street.

These restrictions are hereby imposed by the undersigned, who is the owner of all the lots of the residential subdivision known as Map No. 2, Riverdale, a plat thereof being recorded in the RMC Office for