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Director

MEMORANDUM

DATE: November 23, 2022

TO: Councilor Deborah Crossley, Chair, Zoning & Planning Committee
Members of the Zoning & Planning Committee

FROM: Barney Heath, Director, Department of Planning and Development
Jennifer Caira, Deputy Director Department of Planning and Development
Zachery LeMel, Chief of Long Range Planning
Nevena Pilipovic-Wengler, Community Engagement Planner

RE: **#38-22 Discussion and review relative to the draft Zoning Ordinance regarding village centers**
ZONING & PLANNING COMMITTEE requesting review, discussion and possible ordinance amendments relative to Chapter 30 zoning ordinances pertaining to Mixed Use, business districts and village districts relative to the draft Zoning Ordinance. (formerly #88-20)

MEETING: November 28, 2022

CC: City Council
Planning Board
Jonathan Yeo, Chief Operating Officer

Village center zoning – what is this

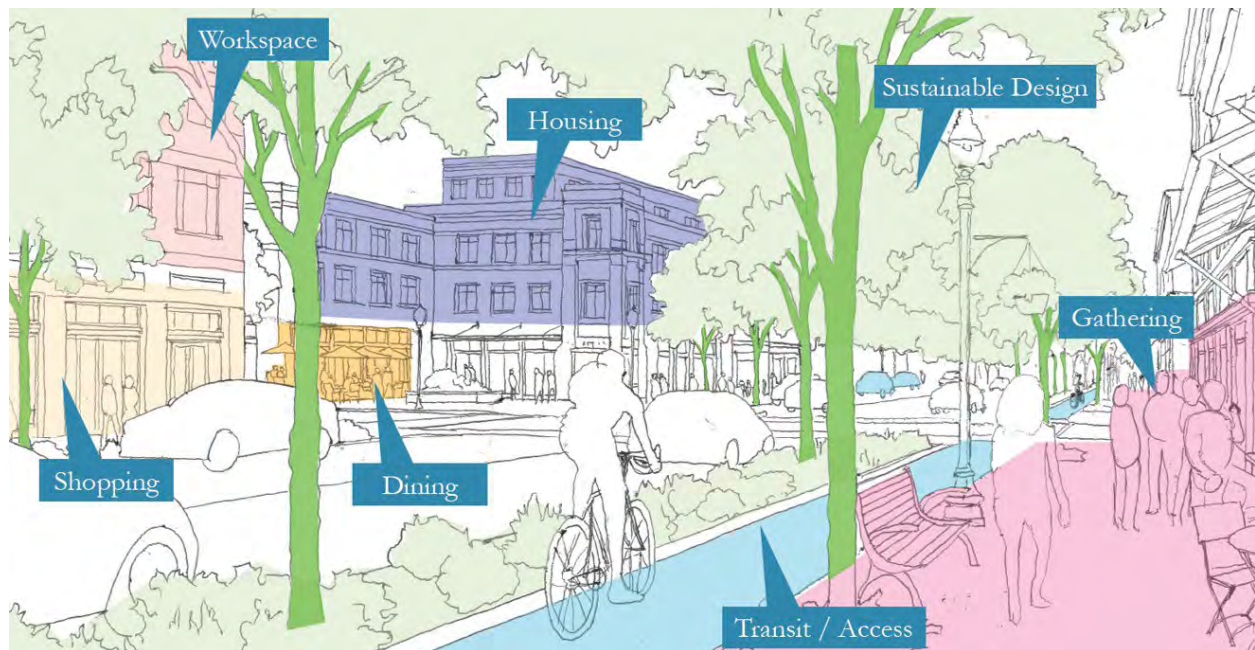
Under the direction and guidance of the Newton City Council Zoning and Planning Committee (ZAP), the Newton Department of Planning and Development is excited to share the initial draft “version 1.0” of the Village Center Overlay District (VCOD) Zoning Ordinance. This first draft builds upon nearly two years of research, analysis, City Council deliberation, and community engagement. Together with the [draft village center zoning maps](#), the VCOD zoning is tailored to complement each village center, while also guiding development that addresses Newton’s current and future needs. In particular, the draft zoning:

- Allows for a modest increase in building height to ensure diverse housing options and economic vitality
- Incentivizes smaller development on smaller lots
- Encourages diverse rooflines and buildings of varied heights
- Limits the overall bulk of buildings through maximum building footprints and maximum facade lengths
- Tiers the review process making it simpler for smaller projects, while ensuring additional review for larger sites

Why are we doing this

Newton has a strong foundation of diverse, well-situated village centers. However, the current village center zoning is inadequate in terms of achieving desirable outcomes and functions as a one-size-fits-all approach. For example, Waban and Newton Corner have the same zoning districts applied to their commercial centers. In this way, the current zoning functions antithetically to the points above, [the City's stated policy objectives](#), and the community visions and ideas for village centers ([phase I](#) and [Phase II](#)).

Better than any words, the image below reflects the intended outcomes of the draft zoning and why it is being proposed.



A zoomed in view along the street of a hypothetical village center that could be developed over time under the proposed zoning. Ample sidewalks, bike lanes, plazas, and landscaping create a high-quality experience for pedestrians, cyclists, and drivers. This is a successful village center given the high mix of uses, a built-in customer base from residences and offices on upper floors, and a safe and accessible transit network to move within and around it.

Background – how we got here

As mentioned, the draft VCOD Zoning Ordinance and maps were built upon a two year effort under ZAP's guidance. This included parallel tracts of work with the City Council and the Newton community, each enriching and informing the other.

[Phase I](#) began with the questions, “what do you envision for your village center(s)? What goals should guide updates to the zoning?” Through multiple pathways of engagement we heard from nearly 2,000 Newton community members. The community input, along with [data analysis and qualitative research](#), led to a series of priorities that the draft zoning facilitates.

[Phase II kicked off](#) by translating the community priorities into tangible design scenarios that can be tailored for each village center. City staff and the consultant team tested these scenarios under current and possible draft zoning regulations to determine if the allowed development aligned or not with Phase

I priorities. This was accomplished through economic feasibility analysis and urban design case studies presented in a series of ZAP workshops that culminated in a concrete zoning framework (see [6/1](#), [6/13](#), and [6/27](#) ZAP Reports). Following these workshops, City staff again went to the community to [explain the zoning framework](#) and [solicit input](#) on whether or not the framework achieves the priorities. Even with the more technical content, over 1,000 community members participated.

Zoning Format

The proposed zoning for village centers is formatted as an overlay district, the Village Center Overlay District (VCOD), with three sub-districts (VC1, VC2, and VC3). An overlay district is a separate set of zoning rules that can be used to supplant the existing base zoning. Overlay districts are typically used when there are unique needs of a geographic area or areas. They can either impose greater restrictions, such as protecting a flood plain, or they may provide greater flexibility for an area that has unique economic potential, such as a village center. An overlay district will supersede the underlying zoning requirements where they are different. The VCOD is designed to be an “opt in” overlay district. This means that a property owner could choose to permit a project under either the base zoning or the overlay district. A property owner could not pick and choose however and must fully comply with either the base zoning or the overlay district. If a development is permitted under the overlay district, then development on that lot must remain in compliance with the overlay district going forward.

As the VCOD is designed to facilitate additional housing and mixed-use development that has proven challenging under the existing zoning, it is anticipated that new development of that sort would pursue permitting under the overlay district. Where there may be an advantage to utilizing the base zoning is for uses that would become non-conforming (such as manufacturing or single and two-family homes) under the overlay district. These properties may prefer to utilize the existing zoning for small changes to the property such as additions.

Zoning Summary

The Village Center Overlay District contains three sub-districts, VC1, VC2, VC3. These three districts can be used in different ways to meet the unique needs of each village center.

The VC3 District facilitates mixed-use development of moderate- and large-scale. This district serves as the core commercial zone of certain village centers, particularly those with access to mass transit. Buildings are typically set close to the sidewalk to create a defined street wall that supports pedestrian activity and a sense of place. Ground story active uses address the needs of residents and employees in the immediate neighborhood, the larger Newton Community, and regional visitors.

The VC2 District facilitates mixed-use and residential development of moderate scale. This district serves as the core of some village centers and as a transition district for other village centers. Buildings are typically set close to the sidewalk to create a defined street wall that supports pedestrian activity and a sense of place. Ground story active uses address the needs of residents and employees in the immediate neighborhood as well as the larger Newton Community.

The VC1 District facilitates small- to medium-scale multi-family buildings given its proximity to amenities, mixture of uses, and transit options found in Newton’s village centers. This district acts as a transition between the mixed-use cores of village centers and the surrounding residential neighborhoods.

Village Center Overlay District By-Right Zoning Summary

The following table represents a summary of several of the key by-right zoning standards relating to buildings and lots in the VCOD. The full table of zoning standards can be found in Attachment A. In addition to the by-right standards listed below, the proposed overlay district includes the ability to increase the building footprint by Special Permit (an additional 2,500 sf in the VC2 and VC3 districts and an additional 2,000 sf in the VC1 district).

Village Center Overlay Districts	VC1	VC2	VC3
Allowed Uses	Residential	Residential, Commercial, Mixed Use	Residential, Commercial, Mixed Use
Max. Building Height (stories)	2.5	3.5	Mixed Use - 4.5 Residential - 2.5
Max. Building Footprint	4,000 sf	10,000 sf	15,000 sf
Min./Max. Front Setback	10' / 20' or avg.	0' / 15' or avg.	0' / 10'
Min. Side Setbacks abutting a non-R district	10'	5'	5'
Min. Side Setbacks abutting an R district	15'	15'	15'
Min. Rear Setback abutting a non-R district	10'	5'	5'
Min. Rear Setback abutting an R district	15'	15'	15'
Usable Open Space (for lots greater than 30,000 sf)	30%	5%	5%

Changes to VC1

The above table as well as the text in Attachment A represent a reduction in the building footprint in VC1 from 5,000 sf to 4,000 sf, as previously discussed within the zoning framework. This is because VC1 acts as a transition between the commercial areas of the village center and the residential neighborhoods and provides an opportunity for additional housing near the amenities of the village center. Further analysis showed that a 4,000 sf footprint would still allow flexibility for housing in small multi-unit buildings and townhomes. With a 4,000 sf footprint, maximum height of 2.5 stories, and a use predominantly limited to residential, the VC1 district is meant to allow for additional units in existing large homes or in buildings similar in scale to those on the edges of the village centers. The open space requirement was also increased to 30% for lots with more than 30,000 sq. ft. in VC1 to ensure larger sites are still compatible with the residential nature of these areas, while also disincentivizing the merging of multiple lots.

Proximity to residential districts

In general the zoning maps aimed to transition from VC3 in the core of village centers to VC2 and then VC1. Not all village centers lend themselves to this sort of neat transition however given existing conditions. Therefore, the draft zoning text includes a requirement that any building in the VC3 district must reduce the height of the building to 3.5 stories within 50 feet of an abutting residential district. Setbacks are also increased in all VCOD districts when abutting a residential district and screening requirements are included in the design standards for service and parking areas next to residential districts.

Flexible floor to floor heights

The maximum height in all VCOD districts is controlled both by the maximum number of stories and an overall maximum height measured from the adjacent grade to the peak of the roof. A building may not exceed either one. The maximum height in the VC2 and VC3 districts is based upon allowing a higher first floor height to encourage inviting ground floor commercial spaces and an upper story height that will accommodate commercial uses. This flexibility helps allow for and encourage additional commercial development, particularly active ground floor uses. While most residential and mixed-use buildings will not build the maximum floor to floor heights due to the additional cost, the flexibility in the code creates the opportunity for varied building heights. Varying building heights was a strong desire that came out of the community engagement and ZAP workshops.

Design Standards

An integral part to the Village Center Overlay District is the inclusion of design standards. The existing zoning ordinance is structured to require a special permit, and often a rezoning, for all new mixed-use and multi-family development. In order to facilitate by-right development in the VCOD, design standards have been included to ensure the design helps facilitate the desired pedestrian-oriented vitality of village centers. Design standards are part of the zoning ordinance and are required. Additional design guidelines are also included which are meant to further guide developers as well as serve as an additional resource for projects requiring site plan review or a special permit.

Proposed design standards for buildings and lots include:

- Open space - lots greater than 30,000 square feet must provide a minimum of 5% usable open space in the VC2 and VC3 districts and 30% in the VC1 district. The usable open space must be an exterior space.
- Half story - maximum heights in all districts are set at a half story in order to reduce the appearance of height and to encourage interesting roof lines. The half story requirement may be met by either setting the top floor back by 7 feet on all sides (with some exemptions for narrow or shallow lots) or by using a pitched roof. The pitched roof standard is set high enough to allow for usable space underneath to encourage this style of roof.
- Ground story fenestration - at least 70% of the ground story facing the front lot line in the VC2 and VC3 districts must be transparent.
- Facade articulation - the maximum continuous length of facade in all districts is 100 ft. After that there must be some sort of recess or other change in plane in the facade.
- Architectural features - features such as bay windows, balconies, awnings and canopies are incentivized by excluding them from the definition of building footprint and by allowing them to project to a degree into the setback or public right-of-way as appropriate.
- Building entrances - principal entrances for lobbies and active uses are required.

- Building placement - at least 75% of the front facade of buildings in all districts must be located in the area between the minimum and maximum front setback (with exceptions for very narrow lots).
- Building footprints, number of buildings, and building separation - Utilizing a maximum building footprint encourages smaller infill development and ensures that even on large lots the bulk of the building will be limited. Instead of one very large building, multiple buildings can be built on a lot, as long as they maintain a 25 foot separation between buildings.
- Parking placement - a minimum parking setback ensures that parking is not placed at the front of the lot and instead is located within or behind buildings.
- Ground story active uses - mixed-use buildings are required to provide active uses for the entire width of the building along the front elevation. Active uses are listed in the draft zoning in Attachment A and include retail, restaurant, brewery/distillery/winery, personal service, live/work, and lobby and common areas, amongst others.
- Limits on the number of curb cuts, location of driveways, and width of driveways - these requirements ensure new development is pedestrian oriented.
- Loading and trash collection areas - these must be located along the rear or side of the site and must be screened from adjacent residential districts.

Review Process

All development on lots over 30,000 sq. ft. will require a special permit from the City Council. Larger sites present additional site planning complexities and potential for impacts that should be reviewed as part of the special permit process. Additionally, sites over 30,000 sq. ft. are required to provide public open space, which requires additional attention to design.

All development on lots between 20,000 sq. ft. and 30,000 sq. ft. require site plan review by the Planning Board. Site Plan Review for uses that are otherwise by-right do not allow for a project to be denied, but the design and site plan can be reviewed and reasonable conditions can be applied.

In all cases, the proposed review process creates a more streamlined process for smaller development on smaller lots and at the same time disincentivizes the merging of multiple lots.

Village Center Zoning and MBTA Communities

The village center zoning has been created to prioritize what is best for the future of village centers. Many of the goals of the village center zoning and the [MBTA Communities multifamily zoning](#) requirements overlap. The MBTA Communities multifamily zoning requirements are intended to make it easier to build housing near transit. The MBTA Communities guidelines require housing at a minimum density be permitted within a half mile of transit stations and that communities show that the zoning allows for a minimum number of units based on the level of transit and total housing units. The state just released the compliance model for the multifamily zoning on November 22nd and is expected to release a model ordinance shortly. The village center zoning is designed in the spirit of the MBTA Communities multifamily zoning requirements and will take Newton further towards compliance. Staff will continue to analyze the final guidelines and compliance model to better understand how the village center zoning compares to the requirements.

Looking Ahead

The attached draft zoning represents version 1.0 and represents a work in progress. Planning staff will be listening to feedback and questions over the next several months and expect to make revisions to

both the zoning and the maps and release version 2.0 around February 2023. There are also several areas where staff are working on potential additions and revisions such as the following:

- Limit height increases to projects with additional affordable housing - early versions of the zoning standards included the ability to add an additional story by special permit. Upon further reflection and coordination with the Housing Partnership and Affordable Housing Trust, staff is looking to limit the ability to increase the height to projects that go beyond the inclusionary zoning affordability requirements.
- Limit VC1 to just residential - VC1 was originally intended to allow some limited commercial uses by special permit, however based on some early feedback staff are considering limiting VC1 to residential uses only.
- Incentivizing/requiring mixed use - one of the complexities of the MBTA Communities requirements is that the guidelines do not allow for the requirement of mixed use and there must be an ability to build only multifamily in order to comply. VC3 has been designed to strongly incentivize mixed-use along the core of village centers by allowing 4.5 stories for mixed use and 2.5 stories for residential. In some village centers VC2 is mapped along the main commercial core of the village center, such as Watertown Street in Nonantum. Staff is exploring including a similar incentive structure or just requiring mixed-use along specified streets.
- Further reduce parking requirements - staff is exploring further reducing residential parking requirements based on proximity to transit and/or for affordable housing.
- Incentivizing preservation of existing buildings - staff are exploring ways the zoning can further incentivize the preservation and reuse of existing buildings. In particular this could help preserve some of the larger homes in VC1 while allowing them to be adapted into additional units.
- Sustainability requirements - staff are closely following updates to the state building code and will be working with the law department to determine what sustainability requirements can be included in the zoning.

Next Steps

With the release of version 1.0 of the village center zoning text and maps staff will spend the next several months further researching the concepts listed above and listening to feedback from the council and community. Planning staff have been closely reviewing the maps with councilors from each ward and have planned a series of seven information sessions focused on the maps and the zoning. The maps, schedule and registration links for the info sessions can be found here: <https://newtonma.gov/vcmaps>. The maps are also hanging up on the first floor of City Hall and staff will also be collecting feedback through an online input form (available at the previous link) for anyone who is unable to attend an info session.

Attachments

Attachment A Version 1.0 - Village Center Overlay District (VCOD) Zoning Ordinance

Introduction

The City Council Zoning and Planning Committee (ZAP) kicked-off the project to revise Newton’s Zoning Ordinance for village center commercial centers in early 2021. The first draft zoning ordinance below, “version 1.0,” represents a multi-year collaborative effort with the City Council, City staff, urban design & economic development consultants, and the Newton Community.

Why is this necessary? While Newton has a strong foundation of diverse and dynamic village centers, the current zoning one-size-fits-all format does not recognize this. This draft set of zoning rules, along with the version 1.0 zoning maps, build upon the successes and uniqueness of each village center, while also guiding development that addresses our current and future needs. In other words, the zoning is the technical tool that supports the community vision like helping small businesses thrive, responding to climate change, developing more diverse & affordable housing, and creating more communal & active spaces.

How to read this Document

Like the draft maps, the draft zoning ordinance is intentionally meant to be reviewed and updated. This is also a working document, with some items not fully resolved. Footnotes are used for sections that need more work, where questions remain, or when additional explanation is needed.

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Village Center Overlay District (VCOD)

1. Applicability.

1.1. General

- A. The provisions of Article # shall apply to all real property within a defined Overlay District as shown on the Newton Zoning Map. It is intended that the provisions of these Overlay Districts will modify the form, location, and use of buildings by applying special dimensional, use, and other standards in a variety of areas in the City tailored to those specific areas and relevant policy objectives. Overlay District provisions may be voluntary or required based on the following criteria:¹
 - 1. Where a site has not been previously reviewed and developed under an Overlay District, development may occur in accordance with the underlying zoning district or the Overlay District. Submittal for an Overlay District development application shall be voluntary.
 - 2. Where development activity for a given site was reviewed and approved as part of any Overlay District, but a building permit has not been issued by the City of Newton, future review for development applications on the site may either be under the Overlay District or those of the underlying zoning district.
 - 3. Where development activity for a given site was reviewed and approved as part of any Overlay District, and a building permit has been issued by the City of Newton, any future development applications shall be reviewed in accordance with the procedures and standards of the Overlay District.
- B. Conflicts. If the applicant chooses development under an Overlay District, and where conflicts exist between the Overlay District and the rest of the City of Newton Zoning Ordinance, the Overlay District regulations shall apply.

2. Village Center Overlay District (VCOD)

2.1. District Intent.

- A. Allow the development of buildings and uses appropriate to Newton's village centers and aligned with the vision of the City's Comprehensive Plan and other policy documents.
- B. Encourage development that fosters compact, pedestrian-oriented villages with a diverse mix of residences, shops, offices, institutions, and opportunities for entertainment.
- C. Allow sufficient density and intensity of uses to promote a lively pedestrian environment, public transit, and variety of businesses that serve the needs of the community.
- D. Expand the diversity of housing options available in the City.
- E. Promote the health and well-being of the community by encouraging physical activity, use of alternative modes of transportation, and creating a sense of place.

¹ The VCOD is designed to be an "opt in" overlay district.

Village Center Overlay District (VCOD)

- F. Facilitate compliance with the multi-family zoning requirement for MBTA communities pursuant to M.G.L. Chapter 40A, Section 3A.

2.2. District Purpose.

The Village Center Overlay District (VCOD) has been divided into three distinct tiers of districts:

- A. Village Center 1 (VC1). The VC1 District facilitates small- to medium-scale multi-family buildings given its proximity to amenities, mixture of uses, and transit options found in Newton's village centers. This district acts as a transition between the mixed-use cores of village centers and the surrounding residential neighborhoods.
- B. Village Center 2 (VC2). The VC2 District facilitates mixed-use and residential development of moderate scale. This district serves as the core of some village centers and as a transition district for other village centers. Buildings are typically set close to the sidewalk to create a defined street wall that supports pedestrian activity and a sense of place. Ground story active uses address the needs of residents and employees in the immediate neighborhood as well as the larger Newton Community.
- C. Village Center 3 (VC3). The VC3 District facilitates mixed-use development of moderate- and large-scale. This district serves as the core commercial zone of certain village centers, particularly those with access to mass transit. Buildings are typically set close to the sidewalk to create a defined street wall that supports pedestrian activity and a sense of place. Ground story active uses address the needs of residents and employees in the immediate neighborhood, the larger Newton Community, and regional visitors.

2.3. Definitions

In addition to the definitions found in Article 8 Definition, the following definitions apply. Where conflicts exist between the Overlay District definitions and definitions within the rest of the City of Newton Zoning Ordinance, the Overlay District definitions shall apply.

- A. Awning. A roof-like covering of canvas or other material attached to a metal or other frame and supported entirely from a building or other structure.
- B. Balcony. An unenclosed platform with a railing that provides outdoor amenity space on upper stories.
- C. Basement. See Section 1.5.4.D.
- D. Bay. A Bay is a window assembly extending from the main body of a building to permit increased light, provide multi-direction views, and articulate a building wall. Two Bays can connect around corners to create distinctive living space or terminate in an important axis.
- E. Build-To-Zone. Area between the minimum and maximum front setbacks.
- F. Building Footprint Area. Area of the largest floor of the building as measured to the exterior faces of the walls, including decks over surface parking areas that extend more than 8' from the building face.

Village Center Overlay District (VCOD)

- G. Canopy. A wall-mounted structure that provides shade and weather protection over a storefront or building entrance.
- H. Development. The subdivision or land platting of a development site; the construction or modification of any principal building type, accessory building type, or other structure; the excavation, fill, or grading of land. and the establishment, change, or expansion of any use of any structure or land.
- I. Facade Build Out Ratio. The ratio of the width of the entire Front Elevation to the Lot Width.
- J. Frontage Area. The area of a lot between the building facade(s) and any front lot line(s), extending fully to each side lot line(s).
- K. Frontage Type. A distinct combination of façade and frontage area design features.
- L. Front Elevation. The exterior wall of a building oriented in whole or in part toward the public right of way.
- M. Furnishing Zone. The portion of the sidewalk between the curb and the walkway that is used for street trees, landscaping, transit stops, street lights, and site furnishing.
- N. Lot Line. See Section 1.5.2.A.
- O. Lot Line, Front. The lot line abutting a street or right of way.
- P. Lot Line, Side. Any lot line other than a front or rear lot line.
- Q. Lot Line, Rear. Any lot line which is parallel to or within forty-five (45 degrees) of being parallel to a front lot line, unless that lot line is a side lot line of an abutting lot.
- R. Lot Width. The length of the front lot line of a lot.
- S. Open Space, Usable. See definition in Article 8.
- T. Party Wall. A wall separating two attached buildings.
- U. Principal Entrance. The addressed entrance to a building or commercial space.
- V. Screening. See Section 5.1.9.
- W. Step-Back. A recess of an upper story façade a set distance behind the façade of the story below.
- X. Story. See Section 1.5.4.
- Y. Story, Ground. The lowest story of a building with a finished floor at or above the finished ground level next to a building at the facade.
- Z. Story, Half. See VCOD Section 2.6.B.3
- AA. Substantial Renovation. Any modification, interior renovation, or both of an existing principal building that exceeds fifty percent (50%) of the assessed value of the building, as identified on the most recent tax list maintained by the Assessor's Office of the City of Newton, within any twelve (12) month period.
- BB. Transit Area. All lots within one-quarter (1/4) mile of a transit station within the VCOD as shown on the Newton Zoning Map.
- CC. Transit Station. Any existing or planned station of the MBTA's light rail and heavy rail rapid transit lines within the City of Newton as Shown on the Newton Zoning Map.

2.4. Development Review

A. Applicability.

1. The density and dimensional controls in Sec. # apply to all buildings, structures and uses in each of the listed VCOD classes.
2. Where buildings, structures, or uses do not meet these standards they are nonconforming (See Sec. #).²

B. Approval Process.³

Development on any lot, by-right or by Special Permit, requires the submission of development review materials as required in Article 7, except as modified herein. A pre-submittal discussion or meeting with the Planning Department and/or Inspectional Services Department is recommended for all development.

1. Special Permit Required. A Special Permit is required for any Development in the Village Center 1, 2, and 3 districts on a lot larger than thirty-thousand (30,000) square feet. The City Council is the decision-making authority for all development that requires a Special Permit.
2. Site Plan Review Required. Site Plan Review is required for any development in the Village Center 1, 2, and 3 districts on a lot larger than twenty-thousand (20,000) square feet but less than thirty-thousand (30,000) square feet. The Planning Board is the decision-making authority for all development that requires Site Plan Review.

2.5. Dimensional Standards⁴

² The Law Department is currently reviewing how the overlay district will handle non-conformities.

³ A Special Permit is only allowed where explicitly stated.

⁴ The VCOD primary dimensional controls are building footprint, maximum height/number of stories, roof form, and setbacks. Controls in other parts of the code (FAR, Lot Area Per Unit, Minimum Lot Size, etc.) do not apply.

A. Lot Standards

VCOD	VC1	VC2	VC3
Building Massing			
Lot Size (By-Right / Special Permit)			
–	Less than 30,000 sf / Greater than or equal to 30,000 sf		
Usable Open Space (lots greater than 30,000 sf)			
–	30%	5%	5%
Site Plan Review			
Lot Size	Greater than or equal to 20,000 sf but less than 30,000 sf		
Building Setbacks			
Front (min. / max.)			
–	10' / 20' or Average	0' / 15' or Average	0' / 10'
Side (min.)			
Abutting a Party Wall in a non-R District	0'		
Abutting a building without a Party Wall in non-R District	10'	5'	5'
Abutting an R District	15'		
Rear (min.)			
Abutting a non-R District	10'	5'	5'
Abutting an R District	15'		
Building Separation for Multiple Buildings on a Lot (min.)			
–	15'	25'	25'
Facade			
Facade Build Out Ratio (min.)			
Facing a public right-of-way	75%, or Lot Width within side setbacks minus 15', whichever is less		
Parking Placement			
Parking Setbacks (min.)			
Facing a public right of way	12'		
Not facing a public right of way	4'		

B. Building Standards

VCOD	VC1	VC2	VC3
Building Massing			
Building Footprint, max. (By-Right / Special Permit)			
–	4,000 sf / 6,000 sf	10,000 sf / 12,500 sf	15,000 sf / 17,500 sf
Building Height in Stories, max. (By-Right / Special Permit)			
Commercial / Mixed Use ⁵	– / 2.5	3.5 / –*	4.5 / –*
Residential	2.5 / –*	3.5 / –*	2.5 / –*
Development within 50' of lot line abutting R district	No Change	No Change	Same as VC2
Pitched Roof, Building Height in Feet (By-Right / Special Permit)			
Commercial / Mixed Use	– / 48'	62' / –*	75' / –*
Residential	45' / –	60' / –*	48' / –*
Development within 50' of lot line abutting R district	No Change	No Change	Same as VC2
Flat Roof, Building Height in Feet (By-Right / Special Permit)			
Commercial / Mixed Use	– / 42'	56' / –*	69' / –*
Residential	39' / –	54' / –*	42' / –*
Development within 50' of lot line abutting R district	No Change	No Change	Same as VC2
Ground Story Height in Feet (min./max.)			
Commercial / Mixed Use	15' / 18'		
Residential	12' / 15'	12' / 18'	12' / 18'
Half-Story Height in Feet (max.)			
Flat Roof	12'		
Pitched Roof	18'		
Half-Story Step-Back in Feet (min.)			
Flat Roof	7' along all Lot Lines, see Sec. 2.6.B.4.		
Pitched Roof	N/A, see figure #		

⁵ Additional analysis needed if limited commercial ground floor uses may be allowed by Special Permit in the VC1 or if it should only allow multi-family residential

VCOD	VC1	VC2	VC3
Facade			
Fenestration (min.)			
Ground Story Active Use	N/A	70%	70%
Articulation			
Length of continuous facade (max.)	100'		

*Staff is exploring a Special Permit allowance of an additional one (1) story with specific criteria tied to an increase in affordable housing.

2.6. Development and Design Standards

A. Lot Design Standards

This section provides an explanation of the dimensional standards for lots within the VCOD tiers, defines how to measure certain standards, and provides other requirements and reference information as necessary.

1. Building Placement

- a. The Front Elevation must be built to any Front Lot Line(s) within the Build-To-Zone, at or between the minimum and maximum front setbacks, as specified in the Lot Standards for each VCOD tier.
 - i. The maximum front setback may be increased if providing Usable Open Space between the Front Lot Line(s) and the Front Elevation in the VC2 and VC3 districts.
- b. The Front Elevation must be built out to a percentage of the Lot Width as specified by the Facade Build Out Ratio in the Lot Standards for each VCOD tier.
 - i. The Facade Build Out Ratio may be met cumulatively by multiple buildings on a lot.
 - ii. Usable Open Space with Ground Story Active Uses is considered part of the building for the purpose of measuring the Front Elevation.⁶
- c. When development occurs on any lot abutting a sidewalk that is less than twelve (12) feet in total width, inclusive of the Furnishing Zone, buildings must be set back an additional distance such that a paved area meeting City sidewalk standards of at least twelve (12) feet in width is provided, inclusive of the Furnishing Zone. The minimum and maximum front setbacks are increased accordingly.

2. Number of Buildings

- a. Multiple buildings are permitted on each lot.

3. Building Separation

⁶ This incentivizes public space along the street and varied building design.

- a. Multiple buildings on a single lot must comply with the building separation distance at all points as specified in Building Standards for each VCOD tier.
4. Parking Placement
 - a. Unless otherwise specified, all parking spaces must be located at or behind any required parking setback as specified in the Lot Standards for each VCOD tier.
- B. Building Design Standards

This section provides an explanation of the dimensional standards for buildings within the VCOD tiers, defines how to measure certain standards, and provides other requirements and reference information as necessary.

1. Building Height
 - a. Buildings must comply with the maximum building height specified for each building type. Building height is measured as defined in Section 1.5.4. Height.
 - b. The City Council may grant a Special Permit to allow an increase as specified for each VCOD tier to the maximum Building Height by finding that the following criteria are met:
 - i. [reserved]⁷
2. Story Height
 - a. The Ground Story of a building must comply with the minimum and maximum story height requirements specified for each VCOD tier and is measured independently for each story of a building.
 - b. The height of the ground story and upper story(ies) of a building is measured vertically from the surface of the finished floor to the surface of the finished floor above, at all points.
 - c. The height of a half story is measured vertically from the surface of the finished floor to the top of the highest roof beam above.
3. Number of Stories
 - a. Buildings must comply with the maximum number of stories as specified in the Building Standards for each VCOD tier.
 - b. The Ground Story is always counted as one (1) story, except that a single Ground Story over eighteen (18) feet in height is counted as two (2) stories.
 - c. Space located directly under a pitched roof is counted as a half (0.5) story, provided the following standards are all met:
 - i. At least two opposite roof planes are pitched toward each other.
 - ii. A pitched roof may be composed of roof planes with different slopes.

⁷ Staff is exploring a Special Permit allowance of an additional one-story with specific criteria tied to an increase in affordable housing

Village Center Overlay District (VCOD)

- iii. The slope of any pitch must be no greater than 14:12 (49 degrees); otherwise, this story is counted as a full story.
 - iv. The roof rafters must intersect the wall plate or top of wall frame of the exterior walls at a height no more than two (2) feet above the finished floor of the half-story; otherwise, this story is counted as a full story.
 - v. Dormers must comply with requirements in Sec. 1.5.4.G.
4. Half-Story Step-Back
- a. A required distance that certain upper stories of a building must be recessed from the plane of the facade of the stories below.
 - i. Required Step-Backs must be provided for all stories as specified in the Building Standards for each VCOD tier.
 - ii. Buildings on any lot with a Lot Width of Less than seventy (70) feet are exempt for the upper story Step-Back requirement along the Side Lot Line.
 - iii. Buildings on any lot with an average lot depth less than seventy (70) feet are exempt from the upper story Step-Back requirement along the Rear Lot Line.
5. Building Footprint
- a. Buildings must comply with the maximum Building Footprint as specified in the Building Standards for each VCOD tier. Building Footprint is measured as defined in Definitions.
 - b. Building Footprint includes all enclosed spaces whether for habitation or storage. Any parking area that is covered by a roof is included in the Building Footprint.
 - c. Bays, Awnings, Balconies, and Canopies do not count towards the Building Footprint.
 - d. The City Council may grant a Special Permit to allow an increase as specified for each VCOD tier to the maximum Building Footprint by finding that the following criteria are met:
 - i. [reserved]⁸
6. Ground Story Active Uses
- a. Any Mixed-Use building within the VCOD tiers must also provide ground story Active Use(s) for one hundred percent (100%) of the total width of the building along the Front Elevation.
 - b. Active Uses include:
 - i. Retail
 - ii. Restaurant / bar / specialty food service
 - iii. Brewery / distillery / winery with an accessory retail component⁹
 - iv. Place of amusement

⁸ It may be appropriate to tie the Special Permit increase in building footprint to additional affordable housing requirements as well.

⁹ Including this would require the creation of a new use.

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- v. Personal service¹⁰
 - vi. Day care center
 - vii. Public art / gallery / arts studio¹¹
 - viii. Live/work space
 - ix. Community use space
 - x. Semi-active accessory uses, such as lobbies and common areas associated with office, hotel, or residential uses
- c. Only uses listed above are considered Active Uses.
7. Adaptive Reuse
 The reuse and revitalization of existing buildings, particularly large homes, within the VCOD tiers will benefit the general health and welfare of the Newton community by fulfilling stated goals on housing, transportation, sustainability, and historic preservation.
- a. [reserved]¹²
8. Architectural Features
- a. The structural and architectural elements which extend outward from a building facade, including Awnings, Canopies, Bays, and Balconies. Architectural features may project into the setback and/or public right of way as shown below. These architectural features are defined and may project into the setback and/or public right of way as shown below defined as:
- i. Bay. A Bay is a window assembly extending from the main body of a building to permit increased light, provide multi-direction views, and articulate a building wall. Two Bays can connect around corners to create distinctive living space or terminate in an important axis.

Dimensions	
Width of Each Bay (max.)	Greater of 20% of wall length or 12 ft
Depth (max.)	3 ft
Fenestration (min.)	60%
Front Setback Encroachment at Ground Story (max.)	3 ft
Front Setback Encroachment at Upper Story (max.)	100%
Clearance above Grade at Upper Story (min.)	Top of the Ground Story

¹⁰ Services associated with personal grooming, personal instruction, and the maintenance of fitness, health, and well-being.

¹¹ Including this would require the creation of a new use.

¹² Relaxing or waiving certain requirements for development projects that maintain existing buildings will encourage their reuse. Staff are researching possible regulations.

- ii. Balcony. An unenclosed platform with a railing that provides outdoor amenity space on upper stories.

Dimensions	
Width of Each Balcony (min. / max.)	5 ft / Greater of 20% of wall length or 12 ft
Depth (min. / max.)	3 ft / 8 ft
Clearance above Grade (min.)	Top of the Ground Story
Front Setback Encroachment (max.)	100%
Extension into the public right of way (max.)	3 ft

- iii. Awning. A roof-like covering of canvas or other material attached to a metal or other frame and supported entirely from a building or other structure.

Dimensions	
Width of Each Awning	–
Depth (min.)	3 ft
Clearance above Grade (min.)	8 ft
Front Setback Encroachment (max.)	100%
Extension into the public right of way (max.)	10 ft

- iv. Canopy. A wall-mounted structure that provides shade and weather protection over a storefront or building entrance.

Dimensions	
Width of Each Canopy (min.)	–
Depth (min.)	3 ft
Clearance above Ground Story (min.)	8 ft
Front Setback Encroachment (max.)	100%
Extension into the public right of way (max.)	3 ft

9. Facade Articulation

- a. The facade of any building greater than one hundred (100) feet in width must be divided vertically by a recess or an offset at least seven (7) feet deep and ten (10) feet wide and designed as two (2) or more distinct facades of differing architectural treatment so that the building appears to be multiple buildings. Modifications to the facade of existing buildings are exempt.

10. Fenestration

- a. Fenestration must be provided as specified in the Building Standards for each VCOD tier and is calculated as a percentage of the area of the Front Elevation.
- b. For buildings with ground story Active Use spaces, ground story fenestration is measured between two (2) feet and ten (10) feet above the finished floor of the ground story.
- c. For ground story fenestration, glazing must have a minimum sixty percent (60%) Visible Light Transmittance (VLT) and no more than fifteen percent (15%) Visible Light Reflectance (VLR) as indicated by the manufacturer.

11. Building Entrances

- a. For parcels with Street frontage, buildings must have their main entrance from a public right of way on that Street. For parcels without Street frontage, buildings should have their main entrance on the side wall oriented toward the parking lot provided for the building.
- b. Multi-story buildings with ground story Active Use spaces must have one (1) principal entrance for each Active Use space in addition to any principal entrance(s) necessary for any upper stories.
- c. Principal entrances must either be recessed from the plane of the facade, or have a projecting Awning or Canopy, to signal building entry and provide adequate protection from the elements.

12. Roof Features

- a. Non-habitable architectural features including, but not limited to, mechanical & stairwell penthouses; vents or exhausts; solar panels or skylights; belfries, chimneys, cupolas, parapets, spires, and steeples are permitted on roofs.

13. Mechanical Equipment¹³

- a. Roof-mounted mechanical equipment must be screened and setback at least ten (10) feet from any building wall. See Section 5.1.9. Screening.
- b. Wall-mounted mechanical and/or electrical equipment such as louvers, exhaust equipment, ducts, alarm devices, cable boxes, utility meters, etc. must not be mounted on a Front Elevation.

¹³ Further refinement will occur through coordination with Inspectional Services.

C. Site Standards

This section provides an explanation of the dimensional standards for site improvement within the VCOD tiers, defines how to measure certain standards, and provides other requirements and reference information as necessary.

1. Open Space and Public Realm
 - a. Development on lots greater than 30,000 sf must provide Usable Open Space accessible to the public as specified for each VCOD tier.
 - b. Buildings must provide shared Usable Open Space as exterior spaces (patio, roof deck, roof terrace, yard, forecourt, plaza).
2. Parking and Driveway
 - a. All parking spaces and structures must be located at or behind any required parking setback as specified for each VCOD tier.
3. Parking Lot Access
 - a. Access to parking lots and structures parallel to the Front Elevation is prohibited when access along another lot line is available.
 - b. Shared use of parking lots, by multiple uses and/or developments on multiple parcels, is encouraged.¹⁴
4. Curb Cuts and Driveways
 - a. Curb cuts are prohibited parallel to the Front Elevation when access along another lot line is available.
 - b. The maximum width of a curb cut and driveway for access to parking lots and structures is as follows:
 - i. One-lane: 10 ft
 - ii. Two-lane: 20 ft
 - c. Each lot is limited to one curb cut per street frontage.
 - d. The grade, cross slope, and clear width of the walkway of a sidewalk must be maintained between the driveway apron and the abutting driveway. The appearance of the walkway (i.e., scoring pattern or paving material) must indicate that, although a vehicle may cross, the area traversed by a vehicle remains part of the pedestrian sidewalk.
 - i. Curb cuts for driveways should be at least 20 feet from an unsignalized intersection and at least forty 40 feet from a signalized intersection.¹⁵
5. Surface Parking Lot Design
 - a. Parking lots must be separated from the public right of way by a building or landscaped strip with a depth equal to the parking setback as specified in the Lot Standards for each VCOD Tier.

¹⁴ Additional regulations are required for shared parking.

¹⁵ Staff is coordinating with DPW to ensure the appropriate metrics.

The landscaped strip must adhere to the following design standards (Fig. #¹⁶):

- i. The landscape strip must run the full length of the parking lot perimeter along the right-of-way, excluding curb cuts and driveways.
 - ii. The landscape strip must be planted with shrubs, perennials, native grasses, and other planting types that provide screening from the public right-of-way.
 - iii. Deciduous shade trees must be planted for every 20 feet of landscape strip length, spaced linearly and parallel to the public right-of-way. Shade trees must be a minimum of two (2) inches in tree caliper when planted.
 - iv. An optional low fence or pedestrian wall 24" to 42" in height may be installed behind the landscape strip and setback up to 24" from the adjacent parking lot to accommodate for car overhang.
 - v. The use of stormwater management techniques such as rain gardens and bioswales is encouraged in landscape strips.
- b. Parking lots abutting properties in any Residential Districts along any side or rear lot line must be screened. See Section 5.1.9. Screening.
 - c. Parking lot landscape strips, parking lot islands, landscape buffers, and other landscaped areas should utilize Low-Impact-Development (LID) practices consistent with state law to treat and discharge stormwater.
 - d. At least ten percent (10%) of paved parking lot areas, inclusive of driveways, must be landscaped. Landscape strips along public rights-of-way and landscape buffers abutting Residential Districts are excluded from the calculation of the parking lot area.
6. Loading
- a. Access to loading docks and areas parallel to the Front Elevation is prohibited.
 - b. Outdoor loading facilities, including all docks and areas used for the storage and staging of goods or materials, that are visible from a public street, public space, or abutting properties in any Residential Districts must be screened from view. See Section 5.1.9. Screening.
7. Service Areas
- a. Trash collection, trash compaction, recycling collection and other similar service areas must be fully enclosed within a building or located to the side or rear of the buildings.

¹⁶ Figure to be added.

- b. Outdoor service areas are not permitted along any Front Elevation.
- c. Outdoor service areas that are visible from a public street, public space, or abutting properties in any Residential Districts must be fully screened from view. See Section 5.1.9. Screening.

2.7. Design Guidelines

The Director of Planning and Development shall adopt, and periodically amend as deemed necessary, design guidelines. These guidelines provide direction, not requirements, for the design of new development within the VCOD tiers resulting in a cohesive pattern over time. The intent is to define expectations for new development while allowing for flexibility and fostering high quality design.

2.8. Allowed Uses

Uses permitted in buildings with the VCOD tiers are described below.

A. Permitted Uses

- 1. The use of real property is subject to the provisions of Article # Use Regulations.
- 2. Uses are permitted as specified in Sec. #.
- 3. Use categories not expressly authorized are prohibited.
- 4. Uses permitted by Special Permit require additional development review in accordance with Article #.

B. Permitted Accessory Uses

- 1. The use of real property is subject to the provisions of Article # Use Regulations.
- 2. Accessory Uses are permitted as specified in Sec. #.
- 3. Accessory Uses not expressly authorized are prohibited.
- 4. Accessory Uses permitted by Special Permit require additional development review in accordance with Article #.

C. Use Table¹⁷

Use Category	VC1	VC2	VC3
Residential Uses (multi-family)	P	P	P
Mixed-Use	-- ¹⁸	P	P
Commercial Uses	-- ¹⁹	P	P
Civic/Institutional Uses	P	P	P
Industrial uses	--	--	--
P = Permitted, -- = Not Allowed, L = Allowed with Limitations, SP = Special Permit			

¹⁷ This simplified use table will be replaced by a comprehensive use table in the next draft. Not all commercial and civic/institutional uses will be allowed by-right.

¹⁸ Additional analysis needed if limited mixed-use/commercial may be allowed by Special Permit in VC1

¹⁹ Ibid.

2.9. Parking Requirements

A. Applicability

All development within the VCOD tiers is subject to the provisions below. Where conflicts exist between the Overlay District and the rest of the City of Newton Zoning Ordinance, the Overlay District regulations shall apply. The following provisions of Section 5.1. Parking and Loading do not apply within the VCOD tiers:

1. Section 5.1.2. Applicability
2. Section 5.1.3. General Regulations
3. Section 5.1.4. Number of Parking Stalls
4. Section 5.1.5. Administration
5. Section 5.1.6. Location of Required Accessory Parking Facilities

B. Required Accessory Parking Spaces

Bicycle and vehicular parking must be provided as specified in Sec. #, except as follows:

1. Ground story non-residential uses are exempt from the requirements of Sec. #.
2. The first 5,000 square feet of gross leasable floor area for Upper Story non-residential uses are exempt from any minimum requirements in Sec. #.
3. Parking may be shared between uses on the same lot, contiguous lots and between buildings within 500 linear feet as measured along the street in accordance with the following:
 - a. Accessory parking spaces may be shared between uses on the same lot or adjacent lots as long as the buildings for which the parking will be shared are within 500 feet of each other.
 - b. Motor vehicle parking spaces for persons with disabilities may not be shared and must be provided on-site.
 - c. Centralized parking facilities must provide signage identifying the permitted users.
 - d. Pedestrian access to off-site vehicular parking must be via a paved sidewalk or walkway.
 - e. A lease, recorded covenant, or other comparable legal instrument guaranteeing long term use of the site must be provided to the review board or Commissioner of ISD and executed and filed with the Registry of Deeds.

C. Vehicular Parking Types

Motor vehicle parking may be provided as off-street surface parking spaces, structured parking spaces, and on-street parking spaces.

D. Unbundled Market Rate Parking

1. Off-street motor vehicle parking spaces must be rented, leased, or sold as a separate option rather than a requirement of the rental, lease, or purchase of a residential unit or non-residential floor space.

- 2. Bicycle parking must be provided at no cost or fee to customers, visitors, employees, tenants, and residents.
- E. Parking Relief
 - 1. Relief from the number of required accessory parking spaces in Sec. #. requires a Special Permit from the Planning Board.
 - 2. Review Criteria. In its discretion to approve or deny a Special Permit authorizing relief from the parking standards of Sec. #, the Special Permit Granting Authority must find that the application meets the following criteria:
 - a. The supply and demand of on-street parking in the neighborhood, as determined through a parking study.
 - b. Mobility management programs and services provided by the applicant to reduce the demand for parking.
 - c. That parking provided in excess of any maximum permitted does not result in the increase in impervious lot area.
- F. Required Number of Accessory Parking Stalls²⁰

The following standards for accessory bicycle and motor vehicle parking spaces are associated with the use categories permitted in the VCOD tiers:

Use Category	Bicycle Parking	Motor Vehicle Parking (min.) ²¹
Residential Uses (multi-family)	Required	1 per unit
Commercial Uses	Required	Ground floor - exempt, 5,000 sf of Upper Floor - exempt, 1 per 700 sf
Civic/Institutional Uses	Required	1 per 1000 sf

²⁰ This simplified parking table will be replaced by a comprehensive parking table in the next draft. Not all uses within a given category will have the same parking requirements.

²¹ Staff are exploring reduced parking requirements tied to access to the Green Line and Commuter Rail.

Design Guidelines

This section provides an explanation of the design guidelines for any development within the VCOD tiers. These guidelines provide direction, not requirements, for the design of new infill development within the VCOD tiers resulting in a cohesive development pattern over time. The intent is to define expectations for new development while allowing for flexibility and fostering high quality design.

A. Administration

1. Design Review. Design Review by the Urban Design Commission is encouraged for any development in the VC1, VC2, and VC3 districts that requires a Special Permit. The City Council may seek advice from the Urban Design Commission for how an application implements these design guidelines.

B. Lot Design Guidelines

1. Frontage Types

- a. Frontage types provide access to principal entrances and serve as the interface and transition between the private realm (building interiors) and the public realm (sidewalks and public spaces) and are defined by a combination of site features and façade characteristics.
- b. Frontage types are permitted according to Table #.
- c. Frontage types not expressly permitted are prohibited.
- d. Multiple frontage types are permitted for each building.
[reserved]²²

C. Building Design Guidelines

1. Residential Privacy

- a. Dormer and sidewall window locations should break the direct line of sight between neighboring properties to every extent practicable. Translucent glass on the bottom half of windows or strategically placed landscape elements should be utilized if it is not practical to off-set windows in such a way as to minimize privacy impacts.
- b. Outdoor amenity spaces that are elevated, such as roof decks, fully projecting balconies, and upper story rear porches should, provide sight-obscuring visual screening at the sides to increase privacy, security, and to limit views of abutting properties from elevated vantage points.

2. Building Height

- a. Building heights within the VCOD tiers are intended to vary rather than being uniform along the length of the street.
- b. Buildings are encouraged to vary in height either greater or less than the buildings directly adjacent to it.

²² Table with frontage types (entry plaza, dining patio, gallery, arcade, front garden, etc.) to be included

- c. Varied building heights may be achieved through a pitched roof.
 3. Ground Story Active Uses
 - a. [reserved]
 4. Facade Articulation
 - a. Facades must differentiate the ground story of the building from the upper stories through horizontal articulation, a change in material, or a change in window size or pattern to create a distinct base to the building facade. The entire height of the ground story must be included in the facade base.
 - b. For buildings with more than one facade, the design of the base must align horizontally at the corner.
 - c. Facades should be visually divided into a series of architectural bays that are derived, in general, from the building's structural bay spacing.
 - d. Piers, pilasters, or other features defining each architectural bay should either extend all the way to the ground or terminate at any horizontal articulation defining the base of the building.
 - e. Architectural bays should align, in general, with individual or groups of storefronts and lobby entrances.
 - f. Piers, pilasters, or other features defining each architectural bay should always project forward and be uninterrupted by any horizontal articulation, excluding any horizontal articulation used to differentiate the base of the building.
 - g. The facade of buildings with five (5) or more stories should be visually divided into, at least, a horizontal tripartite division (a base, middle, and top). The horizontal divisions may not shift up or down across the width of the facade.
 - h. The type and color of materials should be kept to a minimum, preferably three (3) or fewer.
 - i. Two (2) or more wall materials should be combined only one above the other, except for bay windows.
 - j. Wall materials appearing heavier in weight should be used below wall materials appearing lighter in weight (wood and metal above brick, and all three above stone)
 - k. Horizontal or vertical board siding or shingles, regardless of material, should be avoided.
 - l. Architectural details and finish materials for the base of a building should be constructed of architectural concrete or precast cementitious panels, natural or cast stone, heavy gauge metal panels, glazed or unglazed architectural terracotta, or brick.
 - m. Exterior Insulation and Finish Systems (EIFS) should be avoided.
 5. Fenestration
 - a. Fenestration glazing should be inset from the plane of exterior wall surfaces.

- b. Ribbon windows should be avoided.
- 6. Building Entrances
 - a. Monotonous and repetitive storefront or lobby systems, awnings, canopies, sign types, colors, or designs should be avoided.
 - b. Storefronts and lobby entrances should include awnings or canopies to provide weather protection for pedestrians and reduce glare for storefront display areas. Awnings should be open-ended and operable.
 - c. Lobby entrances for upper story uses should be optimally located, well defined, clearly visible, and separate from the entrance for other ground story uses.
 - d. Lobbies should be limited in both width and total area to preserve floor space and frontage for other ground story uses. Buildings should use any combination of facade articulation, a double-height ceiling, a distinctive doorway, a change in wall material, a change in paving material within the frontage area, or some other architectural element(s) to make lobbies visual and materially distinctive.
 - e. For buildings with residential uses on the ground floor fronting a public right-of-way, individual unit entrances are required.
- 7. Adaptive Reuse
 - a. [reserved]
- 8. Roof Features
 - a. [reserved]
- 9. Mechanical Equipment
 - a. Ground-mounted mechanical equipment is discouraged along a Front Elevation.
 - b. Ground-mounted mechanical equipment should be located a minimum of twenty (20) feet from the Front Elevation and screened so as not to be visible to a pedestrian from within the right-of-way along the Front Elevation. See Section 5.1.9. Screening.
 - c. Vents, exhausts, and other utility features on building facades should be architecturally integrated into the design of the building and should be located to minimize adverse effects on pedestrian comfort along sidewalks and within open spaces.
 - d. Mechanical penthouses and screening should be located to minimize adverse environmental impacts on civic spaces, sidewalks, and abutting lots.
 - e. Vents, stacks, railings and other components of mechanical equipment required to be outdoors or to project above a penthouse should be limited in height and located toward the center of the roof to every extent practicable.

D. Site Guidelines

1. Landscape and Stormwater Management
 - a. Low-Impact-Development practices consistent with state law, such as Rain Gardens and bioswales, should be installed to treat and infiltrate runoff from parking lots, thoroughfares, entry plazas, dining patios, and other impervious surfaces.
 - b. Lot areas not covered by structures or impermeable surfaces should be Landscape Areas, as defined:
 - i. Landscape Area. The area of a lot covered by any combination of trees, shrubs, perennials, grass or the horticultural elements, decorative stonework, pavers, screening, or other landscape architectural elements, all of which are designed to absorb and filter stormwater runoff, enhance the visual amenity of a property, and/or to provide an amenity for common use by the occupants of a building.
 - c. Where vegetative solutions are not feasible, permeable pavers, porous concrete, or porous asphalt should be used for sidewalks, parking lots, entry plazas, and dining patios to infiltrate stormwater.
2. Parking and Driveway
 - a. Driveways are discouraged between the Front Elevation of a building and the front lot line (driveways are encouraged to be to the side of a building).
 - b. Parking Structure Design
 - i. Garage facades visible from within a public right-of-way of a Street must be screened with architectural and/or landscape elements.
 - ii. Parking structure access ramps must not be exposed along a Front Elevation.
3. Loading
 - a. Interior loading should be screened from view by solid, non-transparent doors which must remain closed when the loading dock is not in use.