

**Land Use Committee
11.29.2016**

Guide to Printed Documents

- 1. Handout of PowerPoint Presentation**
- 2. Beginning pages of July 2016 zoning as submitted (leaving off the new Section 6.7, as this is provided with Planning Board updates)**
- 3. Planning Board Recommendation Letter on Union Square Zoning**
- 4. Planning Board Recommended version of Section 6.7 (markups show difference between July draft and Planning Board proposal)**
- 5. Comparison Sheet – showing differences between original July version of Section 6.7 and Planning Board version**
- 6. Maps of existing and proposed zoning districts**
- 7. MMUR Planning Board Recommendation Letter**
- 8. Memo from Legal Department regarding zoning amendments**
- 9. Memo from Economic Development department about I-cubed**

1



City of Somerville Zoning Amendment

Union Square Zoning Amendment

Meeting #4

11.29.16

Meeting Topics

1. Review of the Planning Board draft
 - Comparison to the CCD and TOD districts – what's changed
2. Open space strategies
3. MMUR (minimum mixed use ratio)
4. Fiscal impacts – updated analysis including:
 - Developer payments
 - Timing of bonds
 - Use of financing tools
 - More detail about short term
5. Community Benefits Strategy
6. Formula business special permit
7. Incorporating all D-parcels in the Neighborhood Development SP
8. Detailed review of the document
9. Memos:
 - Zoning Amendments and Re-notification
 - I-cubed
10. Affordable commercial space (legal review)
11. Family housing units



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatore
Office of Strategic Planning
& Community Development

Meeting Topics

1. **Review of the Planning Board draft**
 - Comparison to the CCD and TOD districts – what's changed
2. **Open space strategies**
3. MMUR (minimum mixed use ratio)
4. Fiscal impacts –updated analysis including:
 - Developer payments
 - Timing of bonds
 - Use of financing tools
 - More detail about short term
5. Community Benefits Strategy
6. Formula business special permit
7. Incorporating all D-parcels in the Neighborhood Development SP
8. Detailed review of the document
9. **Memos:**
 - **Zoning Amendments and Re-notification**
 - **I-cubed**
10. Affordable commercial space (legal review)
11. Family housing units



City of Somerville
Zoning Overhaul

Mayor Joseph A Curtatone
Office of Strategic Planning
& Community Development

Tonight's Meeting Topics

1. Review of the Planning Board draft
 1. Comparison to the CCD and TOD districts – what's changed?
2. Open space strategies
3. Memos:
 1. Zoning Amendments and Re-notification
 2. I-cubed



City of Somerville
Zoning Overhaul

Mayor Joseph A Curtatone
Office of Strategic Planning
& Community Development

Upcoming Meeting Topics

1. MMUR (minimum mixed use ratio)
2. Fiscal impacts –updated analysis including:
 1. Developer payments
 2. Timing of bonds
 3. Use of financing tools
 4. More detail about short term
3. Community Benefits Strategy
4. Formula business special permit
5. Incorporating all D-parcels in the Neighborhood Development SP
6. Detailed review of the document
7. Affordable commercial space (legal review)
8. Family housing units



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development



City of Somerville Zoning Amendment

**2009 zoning
and
2016/17 zoning**

Union Square Zoning

Goals

1. Implement the Union Square **core area** goals of the Neighborhood Plan (Other areas of the plan including Boynton and Milk Sq. come later)
2. Permit the Union Square Master Developer to execute a strategy to implement their portion of the plan
3. Make related changes to underlying zoning to protect the neighborhood from undesirable one-off proposals
4. Allow for a development program that can generate benefits:
 - Tax revenues
 - General Fund
 - DIF for local area infrastructure
 - Developer contributions
 - To GLX
 - To area infrastructure
 - To public benefits



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning

Goals

1. Implement the Union Square **core area** goals of the Neighborhood Plan (Other areas of the plan including Boynton and Milk Sq. come later)
3. Make related changes to **underlying zoning** to protect the neighborhood from undesirable one-off proposals



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning

Goals

1. Make related changes to **underlying zoning** to protect the neighborhood from undesirable one-off proposals
2. Implement the Union Square **core area** goals of the Neighborhood Plan (Other areas of the plan including Boynton and Milk Sq. come later)



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

2016/17 proposal


July Draft

- Pages 1-2: Whereas clauses
- Page 3: Redline copy of changes to section 5.4 and 6.1.22
- Page 4: New section 5.9
- Pages 5+: New Section 6.7



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

<h2>2016/17 proposal</h2>	
<h3>Planning Board Draft</h3>	
<ul style="list-style-type: none">• New Section 6.7<ul style="list-style-type: none">• (blue and red indicate changes <u>between original and PB version</u>)	
 City of Somerville Zoning Overhaul	Mayor Joseph A. Curtatone Office of Strategic Planning & Community Development

<h2>2009 zoning → 2016/17 proposal</h2>	
<p>2009 Zoning Strategy / Philosophy</p> <ul style="list-style-type: none">• Open up opportunity for new development surrounding the green line• Facilitate development of a mix of uses• Increase real estate investment and strengthen tax base• Create new jobs• Redevelopment vacant or underutilized land with appropriately dense development	
<p>2016/17 Zoning Strategy / Philosophy</p> <ul style="list-style-type: none">• Implement the neighborhood plan• Ensure that new development creates:<ul style="list-style-type: none">• A collective strategy for development• New development that complements what we have in Union Square• Publicly accessible open space• Commercial as well as residential development• Financial support for important city priorities• AND meets all the goals of the 2009 zoning	
 City of Somerville Zoning Overhaul	Mayor Joseph A. Curtatone Office of Strategic Planning & Community Development

2009 zoning → 2016/17 proposal

2016/17 Zoning – how it works:

- Make adjustments to existing zoning
- Add new overlay district to permit sites as a single project

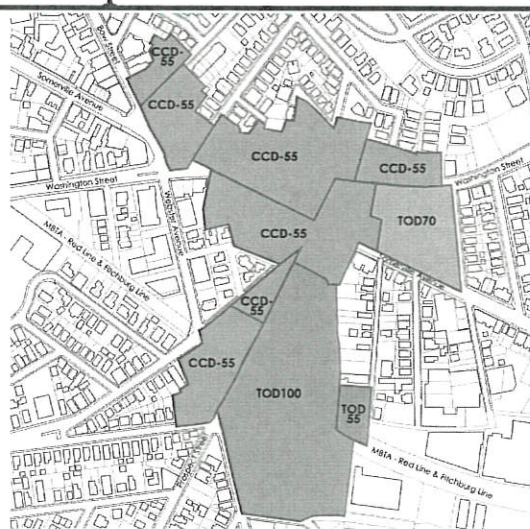


City of Somerville
Zoning Overhaul

Mayor Joseph A Curtatone
Office of Strategic Planning
& Community Development

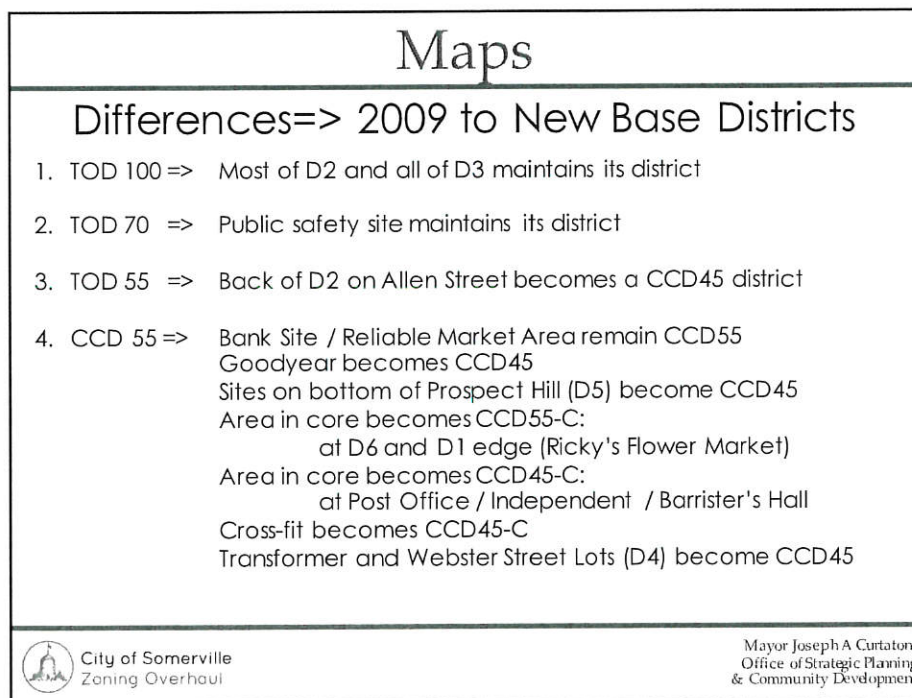
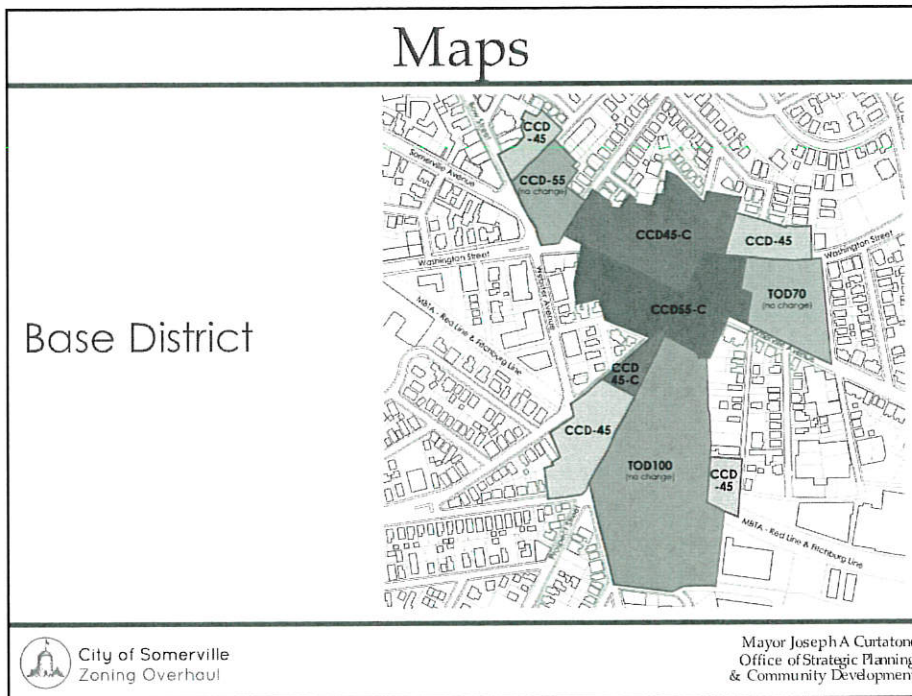
Maps

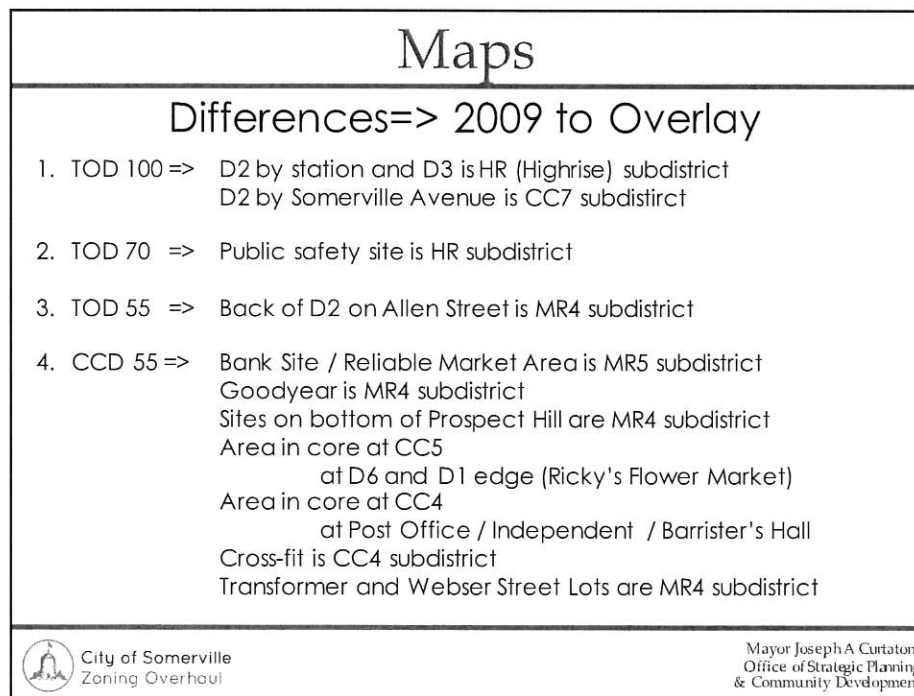
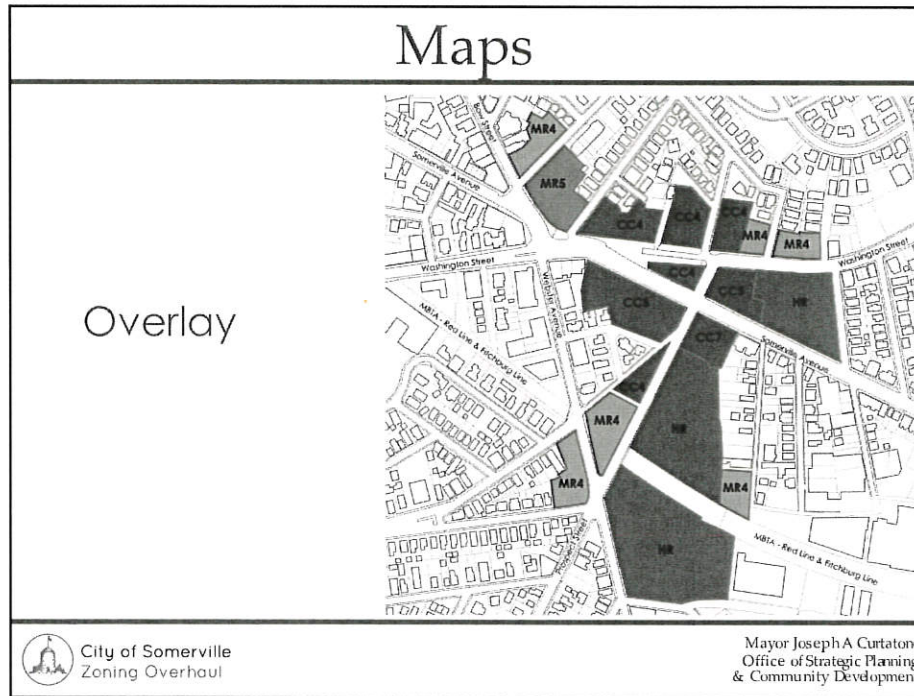
Current Zoning



City of Somerville
Zoning Overhaul

Mayor Joseph A Curtatone
Office of Strategic Planning
& Community Development





2009 zoning → 2016/17 proposal

Topics

1. Approval process
2. Building dimensions
3. Commercial vs. Residential
4. Open Space
5. Parking
6. Building design guidelines
7. Public Benefits / Infrastructure Contributions



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Approval Process

CCD and TOD:

- Review of entire site: NONE
- Review of each building: SP by Planning Board
- Design review: By DRC
- Neighborhood Meeting: No zoning requirement

New proposal:

- Review of entire site: Neighborhood Development SP by Planning Board
- Review of each building: Design and Site Plan review by Planning Board
- Design review: By DRC
- Neighborhood Meeting: Required at three points:
 - Prior to NDSP application
 - Prior to DSP application for projects
 - Between DRC and PB meeting for each DSP



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

2009 zoning → 2016/17 proposal

Topics

1. Approval process
2. **Building dimensions**
3. Commercial vs. Residential
4. Open Space
5. Parking
6. Building design guidelines
7. Public Benefits / Infrastructure Contributions



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Building Dimensions

CCD:

- Lot area per unit: 600
- FAR: 3.0
- Max height: 55 feet
- Setbacks:
 - None
 - Except: 20 feet from RA/RB/RC and a 15 foot upper level setback at a tapering height of 35 feet from the property line

TOD:

- Lot area per unit: 450
- Height: 70, 100 or 135 feet
- Setbacks:
 - None
 - Tapering height requirements apply

Total development capacity within the area of the proposed overlay: **2,451,680 sf**



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Building Dimensions

New zoning:

- Developers have a choice:
 - A. Go forward under underlying zoning
 - Note that underlying zoning has been reduced in some locations
 - Underlying zoning limited to commercial uses in Union Square core
 - OR:
 - B. Use overlay NDSP
 - Unlocks the use of building types

Total development capacity within the area of the proposed overlay: 2,250,925 sf



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Building Types – required dimensions:

- Permeable surface
- Landscape and Pedestrian circulation
- Primary and secondary front setbacks
- Side setbacks
- Rear setbacks
- Parking setbacks
- Building width (max)
- Façade buildout (min)
- Floor plate (max)
- Building height (min and max)
- Ground story ceiling height
- Upper story ceiling height
- Ground story fenestration (min %)
- Upper story fenestration (min %)
- Frontage types
- Entrance Spacing
- Commercial space depth (min)



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Building Dimensions

Building Types:

- Apartment building
 - Setback:
 - 5 feet side adjacent to RA or RB or LHD
 - 10 feet rear (15 feet adjacent to RA or RB or LHD)
 - MR4: 4 stories; 15,000 max floorplate
 - MR5: 5 stories; 20,000 max floorplate

- General building (ground floor commercial)
 - Setback:
 - 5 feet side adjacent to RA or RB or LHD
 - 10 feet rear (15 feet adjacent to RA or RB or LHD)
 - MR4: 4 stories; 15,000 max floorplate
 - MR5: 5 stories; 20,000 max floorplate
 - HR: 6 stories; 30,000 max floorplate



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Building Dimensions

Building Types:

- Commercial building:
 - Setback:
 - 5 feet side adjacent to RA or RB or LHD
 - 10 feet rear (15 feet adjacent to RA or RB or LHD)
 - MR4: 4 stories; 15,000 max floorplate
 - MR5: 5 stories; 20,000 max floorplate
 - CC: Height based on max floor set in zoning; 30,000 max floorplate
 - HR: 10 stories; 30,000 max floorplate

- Lab building:
 - Setback:
 - 5 feet side adjacent to RA or RB or LHD
 - 10 feet rear (15 feet adjacent to RA or RB or LHD)
 - CC: Height based on max floor set in zoning; 30,000 max floorplate
 - HR: 6 stories; 35,000 max floorplate



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Building Dimensions

Building Types:

- Podium tower:
 - Setback:
 - Podium:
 - 5 feet side adjacent to RA or RB or LHD
 - 10 feet rear (15 feet adjacent to RA or RB or LHD)
 - Tower: 30 feet side and rear (60 feet adjacent to RA or RB or LHD)
 - HR district only:
 - 6 story podium with up to 20 stories in the tower
 - 35,000 sf max podium; 10,000 max tower
- Lined parking garage:
 - Permits garage up to 5 stories lined by another building type



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

2009 zoning → 2016/17 proposal

Topics

1. Approval process
2. Building dimensions
3. **Commercial vs. Residential**
4. Open Space
5. Parking
6. Building design guidelines
7. Public Benefits / Infrastructure Contributions



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Commercial / Residential

CCD:

- No requirements for commercial

TOD:

- Preference for commercial
- 5% required for arts/creative uses
- Otherwise addressed case by case with Special Permits – no requirements

Proposed overlay:

- Must have 60% commercial over the entire project area
 - Cap of 10% of this as retail
- 375,000 sf commercial minimum
- 5% of entire project for arts/creative uses



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

2009 zoning → 2016/17 proposal

Topics

1. Approval process
2. Building dimensions
3. Commercial vs. Residential
- 4. Open Space**
5. Parking
6. Building design guidelines
7. Public Benefits / Infrastructure Contributions



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Open Space

CCD 55:

- 10% landscaping

TODs:

- TOD70
 - 15% landscape
 - 10% Useable open space
- TOD100
 - 15% landscape
 - 10% Useable open space
- TOD135
 - 20% landscape
 - 15% Useable open space



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

2009 zoning → 2016/17 proposal

Overlay

Overlay:

Introduced new terms for open space:

- "Pedestrian circulation space"
- and
- "Civic Space"

The Planning Board draft does not provide a complete solution to this open space question. Instead, the Planning Board recommended further review of open space.

This will be addressed further in the next section of the presentation tonight



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

2009 zoning → 2016/17 proposal

Topics

1. Approval process
2. Building dimensions
3. Commercial vs. Residential
4. Open Space
5. **Parking**
6. Building design guidelines
7. Public Benefits / Infrastructure Contributions



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Parking

CCD:

- 1 space per unit
- 1 space per 800 sf office
- 1 space per 1500 sf small retail
- 1 space per 800 sf medium retail
- 1 space per 300 sf restaurant

TOD:

- 1 space per unit
- 1 space per 1000 sf office
- 1 space per 1500 sf small retail
- 1 space per 1000 sf medium retail
- 1 space per 500 sf restaurant

Both:

- Payment in lieu of parking permitted
- No off-site compliance anticipated
- Some reduction permitted for retail shared parking
- No requirement for Mobility Management program



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Parking

Overlay:

- 1200 parking space cap in the development
- Most off street parking must be in made available for rent – not bundled to a use
- Waiver of maximum or unbundled rule by SP only
- Mobility management system:
 - Reduces parking and traffic demand by encouraging alternatives to driving alone
 - Includes: mobility education, distributed information, guaranteed rides home, preferential parking for carpools,
 - Can include: car share / bike share memberships



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

2009 zoning → 2016/17 proposal

Topics

1. Approval process
2. Building dimensions
3. Commercial vs. Residential
4. Open Space
5. Parking
6. **Building design guidelines**
7. Public Benefits / Infrastructure Contributions



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Public Benefits and Infrastructure Contributions

CCD:

- Development standards in 6.1.22.G
- Design guidelines in 6.1.22.H

TOD:

- Development standards in 6.4.15.D
- Design guideline in 6.4.15.E

Overlay:

- Design standards and guidelines in 6.7.10



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

2009 zoning → 2016/17 proposal

Topics

1. Approval process
2. Building dimensions
3. Commercial vs. Residential
4. Open Space
5. Parking
6. Building design guidelines
7. **Public Benefits / Infrastructure Contributions**



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Union Square Zoning Update

Public Benefits and Infrastructure Contributions

CCD and TOD:

- No requirements

Overlay:

- Requires all applicants to agree to funding towards:
 - Green Line
 - Infrastructure
 - Community Benefitsprior to submitting CDSP application



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

2009 zoning → 2016/17 proposal

Topics

1. Approval process
2. Building dimensions
3. Commercial vs. Residential
4. Open Space
5. Parking
6. Building design guidelines
7. Public Benefits / Infrastructure Contributions



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development



City of Somerville Zoning Amendment

Open Space

Open Space

What's really important?



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Open Space

What's really important?

A. What makes **great urban places**

AND

B. What achieves our **SomerVision goal**

While we also worry about meeting other development goals, including new tax revenue and the GLX payment, this is NOT the primary driver of the Open Space number.

BUT . . .



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development

Open Space

The Problem with Increasing open space

IF we increase open spaces beyond the Neighborhood Plan recommendation, we either need to:

A. Increase height and built of remaining buildings

Add stories to each tower & to each office/lab building

OR

B. Remove development capacity from the plan, therefore reducing our tax revenue and developer contributions to public benefits

Reduce total value by some %



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development


Open Space

The way we discuss open space:

Open space:

As defined in most commercial mixed-use developments includes:

- High quality public spaces
- Landscape areas on site
- Public sidewalks created / improved by developers
- In some cases also includes:
 - Rooftop gardens
 - Green roofs
 - Civic buildings
 - Bodies of water



City of Somerville
Zoning Overhaul

Mayor Joseph A Curtatone
Office of Strategic Planning
& Community Development

Open Space

The way we discuss open space:


Civic Space:

This is our own creation for high-quality publically accessible spaces:

- Includes a percentage of green area
- Required amount of plantings
- Seating requirements
- Etc.

Nothing like this exists in our code today.

Or, as far as we know, any other code of it's type



City of Somerville
Zoning Overhaul

Mayor Joseph A Curtatone
Office of Strategic Planning
& Community Development

Example Civic Spaces

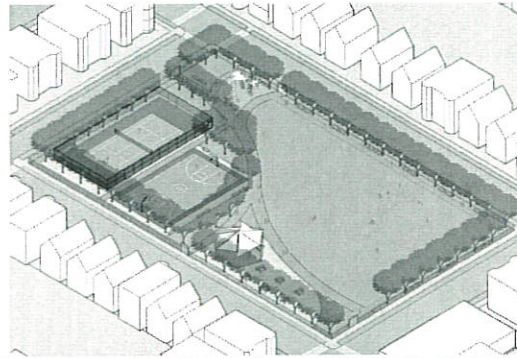
Neighborhood Park

A civic space type designed for active and passive recreation with features and facilities that support the immediate neighborhood.

Examples:

- Perry Park
- Albion Street Park
- Walnut Street Park

- Size: 8,000 sf-2 acres



City of Somerville
Zoning Overhaul

Mayor Joseph A Curtatone
Office of Strategic Planning
& Community Development

Example Civic Spaces

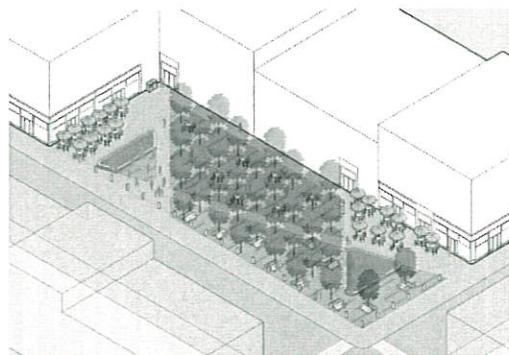
Plaza

A civic space type designed for passive recreation, civic purposes, and commercial activities, with landscape consisting primarily of hardscape. Plazas are generally located in activity centers or the nexus of major circulation routes.

Examples:

- Statue Park (Davis Sq) Plaza
- Union Square Plaza

- Size: 8,000 sf-1.5 acres



City of Somerville
Zoning Overhaul

Mayor Joseph A Curtatone
Office of Strategic Planning
& Community Development

Example Civic Spaces

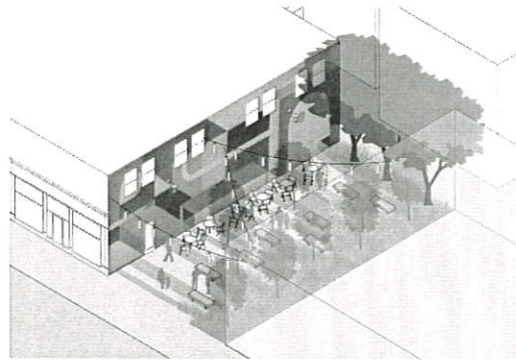
Pocket Park

A civic space type designed for passive recreation consisting of vegetation and a place to sit outdoors.

Examples:

Quincy Street Park
 Symphony Park
 Stone Place Park

- Size: 800-10,000sf



City of Somerville
 Zoning Overhaul

Mayor Joseph A. Curtatone
 Office of Strategic Planning
 & Community Development

Civic Space Types

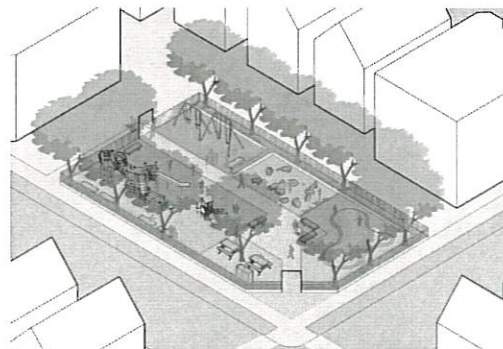
Playground

A civic space type primarily designed as a play area for children. Playgrounds may be freestanding or incorporated as a subordinate feature of a regional park, community park, neighborhood park, or public common.

Examples:


Walnut Street Playground
 Grimmons Park
 Chuckie Harris Park


- Size: 2,500sf-25,000sf

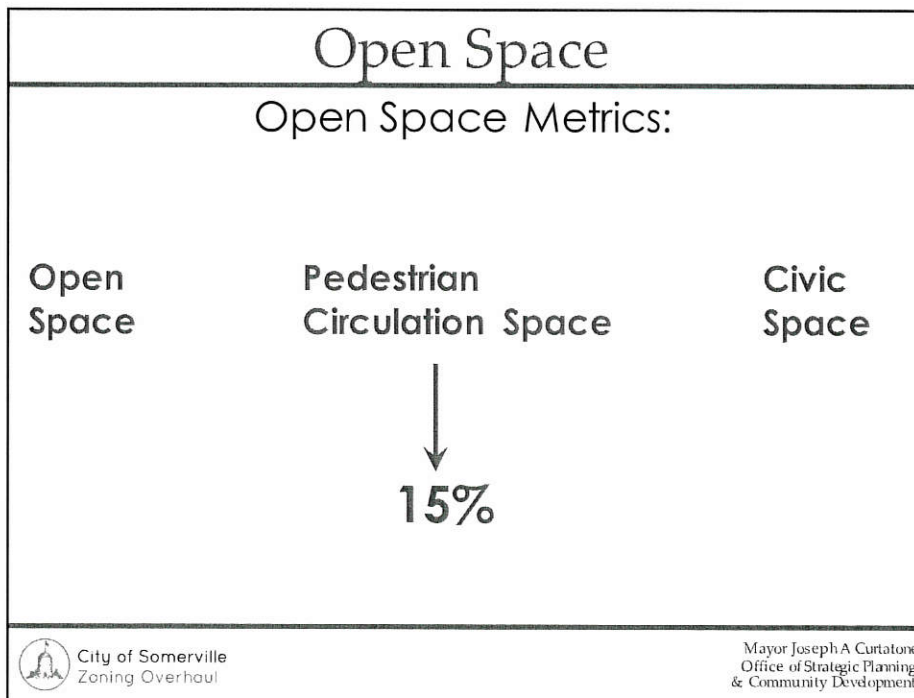
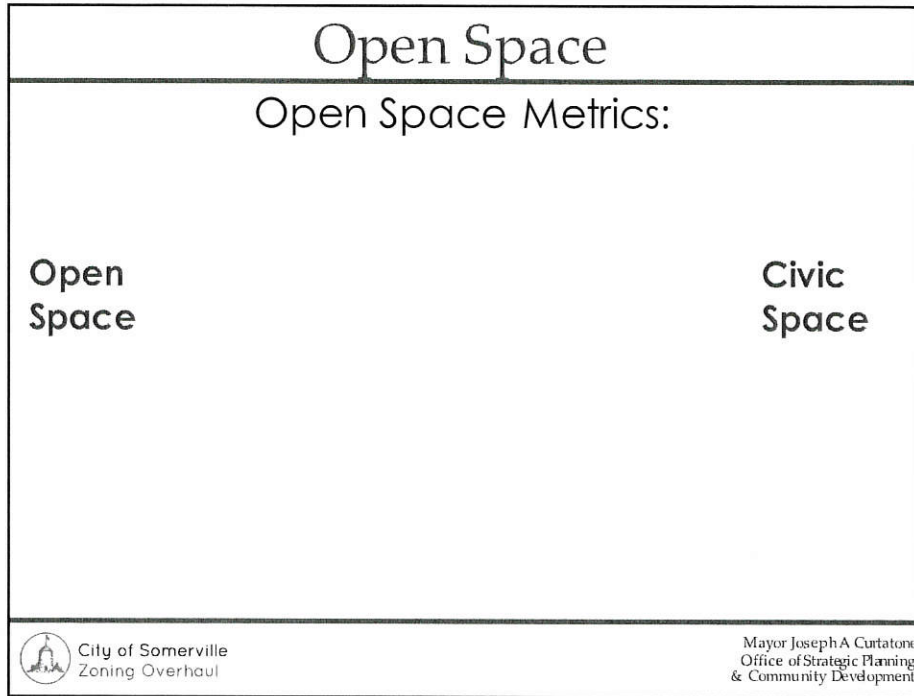


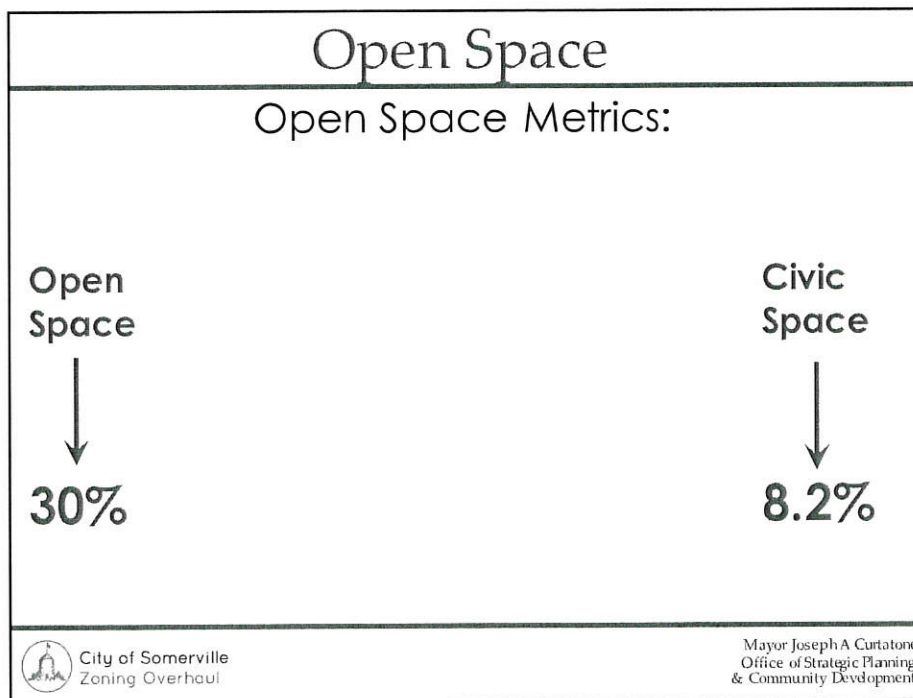
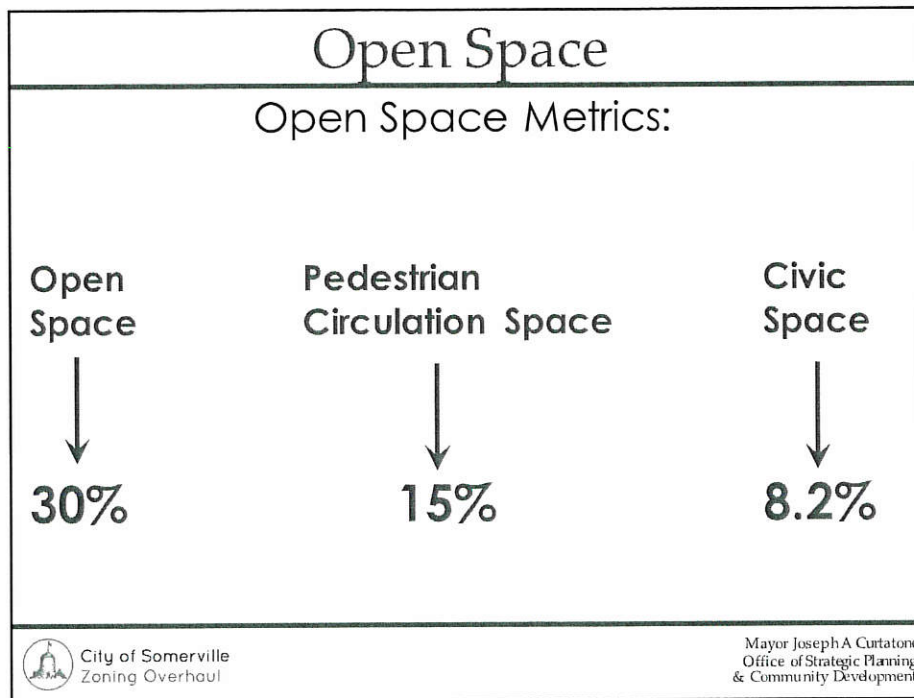
City of Somerville
 Zoning Overhaul

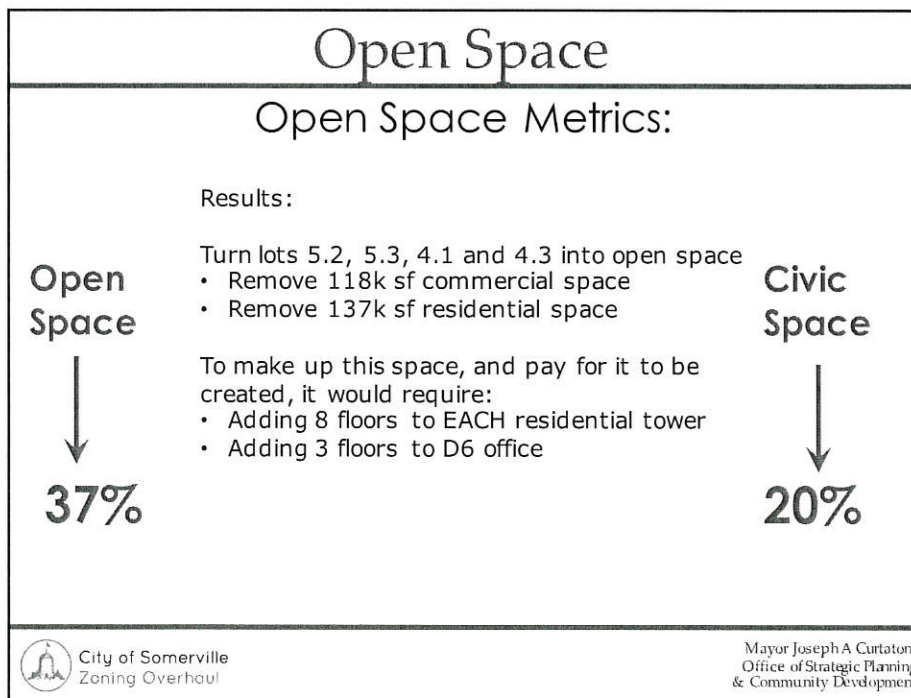
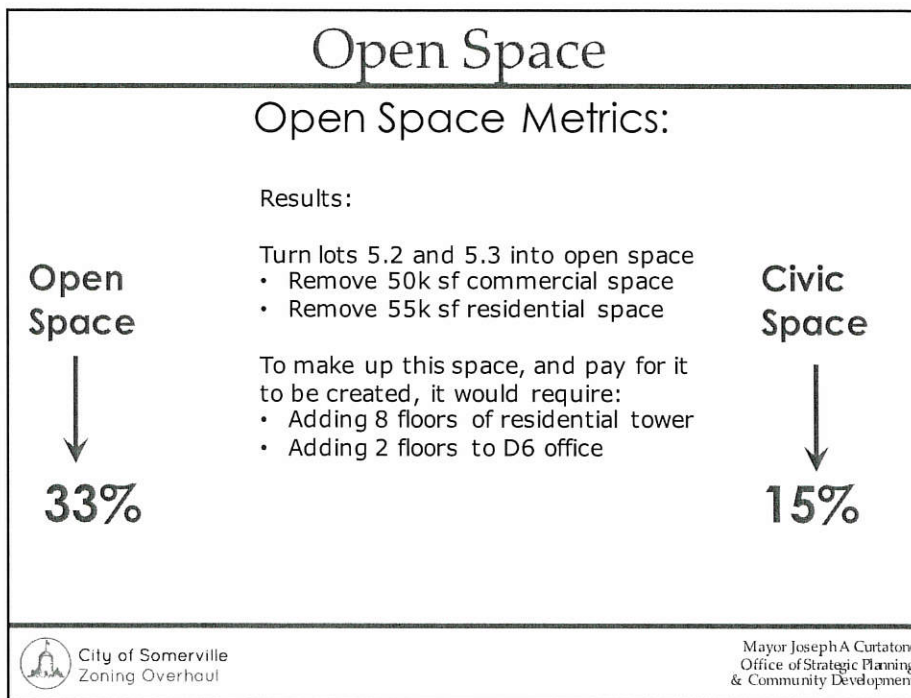
Mayor Joseph A. Curtatone
 Office of Strategic Planning
 & Community Development


<h1>Open Space</h1>	
<h2>The way we discuss open space:</h2>	
<p>Pedestrian circulation space:</p> <p>This is our REQUIRED METRIC in the July 2016 Union Square zoning – as submitted:</p> <ul style="list-style-type: none"> • Includes some pedestrian areas on the private lots • Includes some areas that are landscape but not necessarily civic spaces • Includes civic spaces <p>In the July 2016 draft, this metric was set at 15%</p>	
 <p>City of Somerville Zoning Overhaul</p>	<p>Mayor Joseph A Curtatone Office of Strategic Planning & Community Development</p>


<h1>Open Space</h1>				
<h2>Three Different Metrics:</h2>				
<p>Open Space</p>	<p>←</p>	<p>Pedestrian Circulation Space</p>	<p>→</p>	<p>Civic Space</p>
 <p>City of Somerville Zoning Overhaul</p>			<p>Mayor Joseph A Curtatone Office of Strategic Planning & Community Development</p>	







<h1>Open Space</h1>	
<h2>Updates</h2>	
<p>Questions to answer:</p> <ol style="list-style-type: none">1. What metric(s) do we want to use?2. What is the number we want to achieve?3. Does it help us reach our objectives:<ul style="list-style-type: none">• Making Great Urban Places• Meeting SomerVision Goals	
 <p>City of Somerville Zoning Overhaul</p>	<p>Mayor Joseph A Curtatone Office of Strategic Planning & Community Development</p>

<h1>Open Space</h1>	
<h2>Updates</h2>	
<p>Tools to address these answers:</p> <ol style="list-style-type: none">1. Maps and information about existing places2. Maps with information about the impacts of the different options in Union Square3. Information about the impacts of the trade-offs of different open space metrics	
 <p>City of Somerville Zoning Overhaul</p>	<p>Mayor Joseph A Curtatone Office of Strategic Planning & Community Development</p>



City of Somerville
Zoning Amendment

**Legal Memo:
Rezoning**



City of Somerville
Zoning Amendment

**Staff memo:
I-cubed**



City of Somerville Zoning Amendment

Topics for Forthcoming Meetings

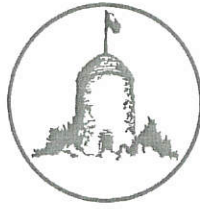
Upcoming Meeting Topics

1. MMUR (minimum mixed use ratio)
2. Fiscal impacts –updated analysis including:
 1. Developer payments
 2. Timing of bonds
 3. Use of financing tools
 4. More detail about short term
3. Community Benefits Strategy
4. Formula business special permit
5. Incorporating all D-parcels in the Neighborhood Development SP
6. Detailed review of the document
7. Affordable commercial space (legal review)
8. Family housing units



City of Somerville
Zoning Overhaul

Mayor Joseph A. Curtatone
Office of Strategic Planning
& Community Development



City of Somerville
Zoning Amendment

**Union Square
Zoning Amendment**

Meeting #4

11.29.16

2

CITY OF SOMERVILLE
ORDINANCE NO. _____
IN THE BOARD OF ALDERMEN: _____

**AN ORDINANCE AMENDING THE SOMERVILLE ZONING
ORDINANCE TO CREATE A NEW “CCD-55 COMMERCIAL”
SUBDISTRICT, A NEW “CCD-45 COMMERCIAL” SUBDISTRICT,
A NEW SECTION 5.8: COORDINATED DEVELOPMENT SPECIAL
PERMIT, A NEW SECTION 6.7: UNION SQUARE OVERLAY
DISTRICT, AND TO MAKE RELATED CHANGES TO ARTICLE 5
AND THE SOMERVILLE ZONING MAP.**

WHEREAS, in 2012, the Somerville Redevelopment Authority, Somerville Board of Aldermen, and the Massachusetts Department of Housing and Community Development approved a Revitalization Plan for Union Square as an Urban Renewal Plan pursuant to M.G.L. Chapter 121B; and,

WHEREAS, the Union Square Revitalization Plan identified seven key development parcels (the “D Parcels”) and initiated a process to select a development partner (a "Master Developer") that could redevelop those parcels; and,

WHEREAS, the City of Somerville has carried out a seventeen month community-based planning process for Union Square, which has culminated in the adoption of the Union Square Neighborhood Plan by the City of Somerville Planning Board; and,

WHEREAS, the City of Somerville has selected a Master Developer for the seven D Parcels and seeks to adopt new zoning in order to facilitate the development of the D Parcels in a comprehensive manner consistent with the Union Square Neighborhood Plan; and,

WHEREAS, consistent with the focus on creating a new mixed-use urban employment center in Union Square, the Union Square Neighborhood Plan recommends (i) establishing a commercial core zoning district for properties where only commercial development is desired and (ii) adopting new zoning regulations and creating a development review process to facilitate the coordinated redevelopment of the D Parcels; and,

WHEREAS, the proposal establishes regulations supporting the development of a comprehensively planned neighborhood of mixed-use, moderate- to high-density development within easy walking distance to transit that will support the development of Union Square as an mixed-use urban employment center with a commercial core; and,

WHEREAS, the proposal emphasizes the importance of transit connectivity and transit-oriented-development that is central to the Green Line Extension Project and will enable to City to leverage its recent to contribute \$50 million toward the Green Line Extension Project to promote economic development at this key location; and,

WHEREAS, the adoption of new zoning for Union Square is a critical step towards realizing the economic and community benefits available to the City by virtue of its investment in the Green Line Extension Project;

THEREFORE, be it adopted by the Board of Aldermen, in session assembled, that the below listed sections of the Somerville Zoning Ordinance are hereby adopted and

amended as identified and the Zoning Map of the City of Somerville is hereby amended with the changes shown in the attached maps.

(Text that is removed is ~~crossed-out in red~~ and additions are underlined)

ARTICLE 5

5.4.6 Findings and Compliance

- A. The Planning Board shall ~~approve a design and site plan upon making positive findings as indicated for the specific district where the design and site plan review process is authorized~~ approve an application for site development plan approval upon verifying that the submitted plan conforms with the provisions of this Ordinance and demonstrates consistency to the following:
1. the adopted comprehensive Master Plan of the City of Somerville and other existing policy plans and standards established by the City;
 2. the purpose of this Ordinance in general;
 3. the purpose of the district where the property is located; and
 4. considerations indicated elsewhere in this Ordinance for the required Design & Site Plan Approval.

5.4.9 Plan Compliance

- A. Design and Site Plans approved by the Planning Board are deemed conforming to the provisions of this Ordinance

ARTICLE 6

Sec. 6.1.22. Corridor Commercial Districts (CCDs).

The CCD has ~~two~~ four sub-districts, which are distinguished ~~solely~~ by their respective height and density regulations, and, in the case of the CCD-55 Commercial and the CCD-45 Commercial sub-districts, additionally by their permitted uses. ~~These—~~ The applicable height and density regulations for the CCD sub-districts are shown in Section 8.5 Table of Dimensional Requirements.

- CCD-45. This sub-district shall provide for mixed-use or commercial development at a small to mid-rise scale.
- CCD-55. This sub-district shall provide for mixed-use or commercial development at a mid-rise scale.
- CCD-45 Commercial. This sub-district is identical to the CCD-45 subdistrict, but excludes Use Cluster E (Residential) uses from the permitted uses as more particularly set forth in Section 6.1.22.E below.
- CCD-55 Commercial. This sub-district is identical to the CCD-55 subdistrict, but excludes Use Cluster E (Residential) uses from the permitted uses as more particularly set forth in Section 6.1.22.E below.

The following Use Clusters, as defined in Section 7.13 (Table of Use Clusters), are permitted within the CCDs:

A. Office/R&D/Institutional Uses	F. Other Accommodations
B. Small Retail and Service (less than 1,500 net square feet)	G. Educational/Recreational Services
C. Medium Retail and Service (1,500 to 10,000 net square feet)	I. Other Use
D. Eating and Drinking	J. Protected Uses
E. Residential ⁽¹⁾⁽²⁾	K. Large Retail and Service (more than 10,000 net square feet)

Note (1): In the CCDs, residential uses shall not be permitted on the first floor facing the "corridor" street(s) except in structures that were historically residential on the Ground Floor. Residential first floor uses may occupy rear portions of CCD structures where they face side streets.

Note (2): Residential uses are not permitted in the CCD-45 Commercial and the CCD-55 Commercial sub-districts.

(Insert Appendix A)
Appendix A

5.9 COORDINATED DEVELOPMENT SPECIAL PERMIT

5.9.1 Purpose

- A. A Coordinated Development Special Permit allows for the discretionary review of a plan coordinating the development of multiple lots, the potential off-site compliance of requirements authorized elsewhere in this Ordinance, and the regulatory & permitting decisions as development proceeds across the various lots.
- B. The Coordinated Development Special Permit process provides an applicant with the opportunity to submit a plan illustrating a framework for future development without preparing detailed site plans or architectural and engineering drawings for thoroughfares, civic spaces, and/or buildings that can be approved separately at a later date as project phases and individual lots are built out.

5.9.2 Applicability

- A. A Coordinated Development Special Permit is only available as specifically authorized by this Ordinance.
- B. The approval or denial of a Coordinated Development Special Permit application is discretionary.
- C. Approval of a Coordinated Development Plan authorizes the Building Official to accept applications for subsequent development review required by this Ordinance.

5.9.3 Authority

- A. The Planning Board reviews and decides all applications for a Coordinated Development Special Permit.

5.9.4 Review Criteria

- A. In its discretion to approve or deny an application for Coordinated Development Special Permit, the planning board shall consider the following:
 - 1. the adopted comprehensive Master Plan of the City of Somerville and other existing policy plans and standards established by the City.
 - 2. the purpose of this Ordinance in general;
 - 3. the purpose of the base district or overlay district where the property is located; and
 - 4. considerations indicated elsewhere in this Ordinance for Coordinated Development Plan approval.

5.9.5 Plan Revisions

- A. Proposed revisions to any Coordinated Development Plan or Design & Site Plan may only be considered de minimus upon the Planning Director finding that the revised plan:
 - 1. Does not contravene the previously published public notice, any finding, or attached condition made by the Planning Board for the original application;
 - 2. Does not detrimentally impact matters of substance identified in the meeting minutes of the neighborhood meeting, design review, or public hearing for the original application;
 - 3. Features changes that are insignificant to the degree that persons familiar with the original application would not notice a substantial change in operational or built outcome.
 - 4. Does not relocate more than ten percent (10%) of any non-residential floor space, residential dwelling units, parking spaces, or requirements met through off-site compliance.

(Insert Appendix B)
Appendix B

Appendix B as updated by the Planning Board is provided to you under item Number 4

3



CITY OF SOMERVILLE, MASSACHUSETTS
MAYOR'S OFFICE OF STRATEGIC PLANNING & COMMUNITY DEVELOPMENT
JOSEPH A. CURTATONE
MAYOR

MICHAEL F. GLAVIN
EXECUTIVE DIRECTOR

PLANNING DIVISION STAFF

GEORGE PROAKIS, *DIRECTOR OF PLANNING*
SARAH LEWIS, SENIOR PLANNER
SARAH WHITE, PLANNER
ALEX MELLO, PLANNER
DAWN PEREIRA, ADMINISTRATIVE ASSISTANT

MEMBERS

KEVIN PRIOR, *CHAIR*
JOSEPH FAVALORO, *CLERK*
DOROTHY A. KELLY GAY
MICHAEL A. CAPUANO, ESQ.
REBECCA LYN COOPER
GERARD AMARAL, *ALT.*

November 10, 2016

The Honorable Board of Aldermen
City Hall
93 Highland Avenue
Somerville, MA 02143

Re: Zoning amendment to the Zoning Ordinance to create a new CCD-55 Commercial subdistrict, a new CCD-45 Commercial subdistrict, a new Section 5.8 Coordinated Development Special Permit, a new Section 6.7 Union Square Overly District and to make related changes to Article 5 and the Zoning Map.

Dear Honorable Board of Aldermen:

In keeping with its lawful responsibilities, the Planning Board submits to your Honorable Board its recommendation on the proposed Union Square zoning amendment.

On October 18, 2016, at 6:00 p.m. the Planning Board and Land Use Committee of the Board of Aldermen jointly held a duly advertised public hearing in the Aldermanic Chambers in City Hall. The purpose of the hearing was to solicit public comments on the proposed amendment and to evaluate the amendment in the context of testimony received and information provided by the Planning Staff at the hearing.

PUBLIC HEARING

At the public hearing on October 18, 2016, George Proakis, Director of Planning introduced the ordinance. He spoke about the purpose of the zoning and the implementation of the Union Square Neighborhood Plan.

Public comment at the hearing was varied, with some speakers expressing support and others having specific questions or concerns about a number of topics.

The Planning Board left the public hearing open for written comments until October 28, 2016.

FOLLOW UP MEETING

After the public hearing was closed, the Planning Board held a public meeting to discuss the amendment on November 3, 2016. Planning Division staff provided an update on public comments. Staff also shared with the Board the presentations and discussions that occurred at the follow-up Land Use Committee meetings on October 25, 2016 and November 1, 2016. Planning Staff presented a proposed set of amendments to the ordinance to incorporate many of the public comments that were received at or after the October 18, 2016.

After further discussing the ordinance, the Planning Board made a recommendation for the Land Use Committee to consider in their deliberations.

RECOMMENDATION

Following due consideration, Kevin Prior made a motion to **RECOMMEND ACCEPTANCE AND ADOPTION OF THE PROPOSAL, AS AMENDED BY THE PLANNING STAFF IN RESPONSE TO PUBLIC COMMENT.**

The Board also recommended that the Land Use Committee and Planning Staff **DETERMINE THE VIABILITY OF INCREASING THE CIVIC SPACE REQUIREMENT FOR THE DISTRICT ABOVE 15%.**

Michael A Capuano seconded the motion

The motion carried 5-0.

Sincerely,



Kevin Prior
Chair

4

Appendix B

6.7 UNION SQUARE OVERLAY DISTRICT (USOD)

6.7.1 Intent

- A. To facilitate the coordinated redevelopment of multiple parcels located within close walking distance to the future Union Square T-station and accommodate mixed-use, mid-rise and high-rise development that will support the transformation of Union Square into urban employment center.

6.7.2 Purpose

- A. To fulfill the goals of SomerVision, the comprehensive Master Plan of the City of Somerville, the 2003 Union Square Master Plan, the 2012 Union Square Revitalization Plan, and the 2016 Union Square Neighborhood Plan, as amended.
- B. To permit the off-site compliance of certain requirements as specifically indicated elsewhere in this section.
- C. To permit flexibility in the legal subdivision or parcelization of land for development that maintains consistency with the urban design provisions of this section.
- D. To provide the community with a predictable outcome from development and redevelopment by permitting specific Building Types and uses according to sub-district mapped for specific sites within the Union Square Overlay District.
- E. To require a Coordinated Development Plan Special Permit for transformational redevelopment according to the provisions of the Union Square Overlay District.
- F. To permit Building Types by design & site plan approval following the discretionary review and approval of a COORDINATED DEVELOPMENT PLAN.

6.7.3 Applicability

- A. Development within the USOD may comply with all of the provisions of this Section or, in the alternative, with all of the provisions of the underlying base zoning district applicable for each property.
- B. Where the provisions of this Section conflict with those found elsewhere in this Ordinance, the provisions of this Section apply.
- C. Where no such conflict exists, the following Articles of the Somerville Zoning Ordinance are applicable to development within the USOD:
 - 1. Article 1 Purpose & Scope
 - 2. Article 2 Definitions
 - 3. Article 3 Enforcement, Board of Appeals, and Amendments
 - 4. Article 4 Nonconforming Uses and Structures
 - 5. Article 5 Administration
 - 6. Article 6 Establishment of Zoning Districts
 - 7. Article 10 Landscaping & Screening
 - 8. Article 13 Inclusionary Housing
 - 9. Article 14 Wireless Communications
 - 10. Article 15 Linkage
 - 11. Article 18 General Provisions

6.7.4 Definitions

- A. Words, phrases, and terms not defined in this Section are subject to Article 2 of the Somerville Zoning Ordinance.

- Abut or Abutting:** To physically touch or share a contiguous boundary or border, such as a common lot line, or to be separated only by an Alley or shared driveway.
- Access:** The way or means to enter and leave.
- Accessory Use:** A use(s) of a lot, structure or portion thereof that is incidental and related to a principal building or use of land and located on the same lot as the principal building or use of land.
- Adjacent:** See abut or abutting.
- Allee:** Objects places in a straight line.

Alley:	A thoroughfare, located internal to a block and providing Access to the rear of buildings, loading facilities, service areas, trash storage, motor vehicle parking, and usually containing easements for dry utilities.
<u>Amenity Space</u>	<u>A feature of a lot or building that provides outdoor social, recreational, and/or leisure space for the comfort and/or convenience of the residents of a building.</u>
Amenity Space, Private:	Features of a building and/or outdoor areas designed for the comfort and/or convenience of residents.
Amenity Space, Shared:	Rooms and/or facilities designed for the comfort and/or convenience of residents of a multi-unit building.
Ancillary:	Providing necessary support for the operation of a principal use.
Apartment Building:	A multi-story Building Type limited to residential uses.
Auto-Oriented:	Principal uses that provide for the sale, rental, maintenance, repair, or storage of new or used vehicles or equipment.
Average Ground Level:	The mean (average) ground level measured at the corners <u>of a lot</u> or the main body of a Building Type.
Awning:	A wall-mounted, pitched covering extending from a building to provide shade and weather protection for pedestrians.
<u>Balcony:</u>	<u>A building component consisting of a platform with a railing that provides outdoor Amenity Space.</u>
Bay, Architectural:	An area of a facade between two buttresses, pilasters, columns, piers (flat wall), curtain wall mullions, vertical spandrel glass, or other equivalent architectural features.
Bay Window:	A <u>building component consisting of a window assembly extending from the main body of a building to permit increased light, and multi-directional views, and to articulate a building facade. Bay windows also include box and bow windows.</u>
Bicycle Parking, Long-Term:	Accommodations for the parking of a bicycle for two (2) or more hours.
Bicycle Parking, Short-Term:	Accommodations for the parking of a bicycle for two (2) hours or less.
Blank Wall:	A portion of any facade of a building that does not include a substantial material change; windows, doors, columns, pilasters or other articulation. <u>greater than twelve (12) inches in depth.</u>
Block:	The aggregate land area circumscribed by thoroughfares or other rights-of-way.
Block Face:	The aggregate of all front lot lines, and Alleys, if present, on one side of a Block.
Building Type:	A classification or kind of structure characterized and differentiated by its placement on a lot, massing, composition, use, and features.
<u>Building Width:</u>	<u>The length (feet) of the Main Body a building measured parallel to the front lot line.</u>
Caliper:	A measurement of the diameter of a tree trunk. For trees less than four (4) inches in diameter, caliper is measured six (6) inches from the ground. For trees between four (4) inches and twelve (12) inches in diameter, caliper is measured twelve (12) inches from the ground.
Canopy:	The extent of the outer layer of leaves of an individual tree or group of trees.
Canopy Density:	The general permeability of a tree canopy to light as a characteristic of branch number and structure. Canopy density can either be full (> 50%) or open (< 50%).
Canopy Shape:	The general shape of the outer layer of leaves of an individual tree as structured by the tree's branches.
Civic Space:	An <u>Lot outdoor open space designed for as an outdoor open space</u> to support social and recreational activities. Civic space types are defined by the combination of certain characteristics, including the

	interrelationship between intended use, size, landscaping, and abutting uses.
Clearance:	The height above the sidewalk or other surface, as specified, of the bottom edge of an object or building component.
Clerestory Window:	A horizontal pane of glass between a storefront and the second story of a building that provides additional light into a ground level commercial space.
Commercial:	A term collectively defining permitted uses from all non-residential use categories, <u>excluding parking</u> .
Commercial Building:	A multi-story Building Type limited to commercial uses.
Deck:	A roofless, raised platform accessible from a secondary entrance to a building that provides outdoor Amenity Space.
Desire Line:	A route that pedestrians prefer to take to get from one location to another.
Development:	The construction, reconstruction, alteration, expansion, extension, relocation, enlargement or structural change of any building or structure; excavation, land fill, or mining; any use or change in use of any building or structure or land; or any expansion in the use of land.
Development Site:	The land area encompassed in a Coordinated Development Plan, irrespective of the number or configuration of lots, land ownership, and/or municipal boundaries.
Display Case:	A wall mounted, lockable, framed cabinet with a transparent window to display a changeable menu or list of event show times and is viewed at close range by pedestrians.
Dog Park:	A civic space type designed for the recreation of dogs and their owners.
Elevation:	Height relative to mean sea level.
Employer:	A person or business that employs one or more people for wages or salary.
Encroach:	To break the plane of a vertical or horizontal regulatory limit with a structural element, so that it extends into a setback or over the sidewalk of a public right-of-way.
Encroachment:	Any structural element that encroaches.
Façade:	The exterior wall of a building oriented in whole or in part toward a front lot line, <u>or civic space</u> , or on-site open space with frontage on a thoroughfare.
Facade Build-out:	The minimum width a facade must be built within a setback area or in relation to a build-to line along the primary frontage.
Fenestration:	The <u>arrangement, proportioning, and design of openings</u> in a <u>the</u> façade of a building, including windows and doors, but excluding entrances for parking, loading, and service facilities.
Floor Area, Gross:	The sum area of all floors or Accessible levels of a building as measured to the perimeter of the exterior faces of the walls with no deduction for corridors, stairs, closets, thickness of walls, columns or other features.
Floor Area, Leasable:	Gross floor area included in a commercial lease.
Floor Area, Net:	The sum area of all floors or Accessible levels of a building as measured to the perimeter of the exterior faces of the walls, including enclosed porches, but excluding areas used for accessory garage purposes, basement and cellar areas devoted exclusively to storage and mechanical uses accessory to the operation of the building, off-street loading facilities, malls, plazas, elevator shafts, escalators, stairways and stair landings, and those areas used for the storage, operation, or maintenance of mechanical equipment such as air conditioning and heating apparatus.

Floor Plate:	The total gross floor area of a single story of a building, excluding balconies.
Forecourt:	A landscaped, semi-public area, open to the sky, formed by a recess in a central portion of a building facade.
Frontage <u>Type</u>:	The area of a lot between the facade of a building and the front lot line, extending fully to each side lot line and including all built and landscape components.
Furniture Area:	An area of an Amenity Space that allows for the placement of furniture without restricting the movement of pedestrians.
General Building:	A multi-story Building Type with ground floor commercial uses.
Generating Site:	A lot that generates a required amount of pedestrian circulation space, a building that generates a required amount of floor area dedicated to arts & creative enterprise principal uses, or a building that generates a required number of affordable dwelling units.
High-Rise:	Any building taller than seventy (70) feet above average ground level.
Hotel:	A commercial building(s) with guest rooms designed primarily for sleeping, and usually including a lobby, reception area, conference rooms, recreational amenities, and common kitchen cooking facility(-ies) providing meals for paying guests in a dining room(s) or restaurant(s).
Lab Building:	A multi-story Building Type purpose built for laboratory and research & development uses.
Large Tree:	A woody plant with an expected mature height of thirty (30) feet or more.
Lined Parking Garage:	A multi-story, structured parking facility lined by other Building Types containing commercial or habitable space on all levels along all frontages.
Lot:	A bounded area of land with appropriate frontage on and undivided by a public way intended for the purpose of sale, legacy, or development at any time.
Lot, Corner:	A lot fronting two (2) or more thoroughfares at their intersection.
Lot, Flag:	A lot in the approximate configuration of a flag pole or sign post, with the pole or post functioning primarily as an access way to the main area of the lot from the thoroughfare providing access.
Lot, Interior:	A lot fronting one thoroughfare and abutting other lots at both sides.
Lot, Key:	A lot with a side lot line abutting the rear lot line of another lot.
Lot, Landlocked:	A bounded area of land with no frontage.
Lot, Pork Chop:	See Lot, Flag.
Lot, Through:	A lot fronting on two (2) or more thoroughfares, including parallel thoroughfares and thoroughfares that do not intersect at the boundaries of the lot.
Lot Line:	The boundary that legally and geometrically demarcates a lot, civic space, or other parcel of land.
Lot Line Adjustment:	Reconfiguration of the boundary line between two Abutting lots or parcels of land, whether they are commonly owned or not and whether the resulting shift of ground from one parcel to another is minor or substantial.
Lot Line, Front:	Any lot line abutting a thoroughfare, other than an Alley, or civic space.
Lot Line, Party:	A side lot line shared between two attached or semi-detached Building Types.
Lot Line, Rear:	Any lot line that is parallel to or within forty-five (45) degrees of being parallel to a front lot line.
Lot Line, Side:	Any lot line other than a front or rear lot line.

Lot Merger:	The consolidation of two (2) or more Abutting lots or parcels of land and resulting elimination of the lot lines that previously separated them.
Lot Split:	The division of a lot or parcel of land into two (2) smaller lots or parcels of land.
Lot Width:	The length of the front lot line of a lot.
Master Plan:	A document providing a basis for decision making regarding the long-term community development of the City of Somerville, as approved by the Planning Board per MGL 41, 81D.
Main Body:	The primary massing of a Principal Building Type, <u>excluding building components.</u>
Mezzanine:	<u>An intermediate floor level between the floor and ceiling of a story.</u>
Mobility Management:	A broad range of strategies intended to reduce automobile trips. The alteration of travel behavior through a program of incentives, services, and policies, including encouraging the use of alternatives to single-occupant vehicles such as public transit, cycling, walking, carpooling/ vanpooling and changes in work schedule that move trips out of the peak period or eliminate them altogether.
Mulch:	A protective covering consisting of organic materials customarily used in landscaping and placed around plants to retain soil moisture, retard erosion, shield roots from freezing, and inhibit weed growth.
North-Facing:	Within 45 degrees of due north.
Office:	Space within a building for the transaction of general business, including administrative, professional, and clerical activities, but excluding retail, artisanal, and manufacturing.
Open Space:	Land area accessible to and designed for public use or gathering.
Outdoor Cafe Seating:	Outdoor seating located in a frontage or on a public sidewalk that is provided with table service.
Outdoor Display:	The outdoor exhibition or presentation of products and merchandise available for sale.
Outdoor Storage:	The storage of merchandise or material in boxes, in crates, on pallets or other kinds of shipping containers, garden supplies, building supplies, plants, vehicles, and other similar equipment, inventory, materials, merchandise, or supplies not normally brought indoors overnight.
Parking Structure:	Any structure used or designed for the off-street parking of motor vehicles, excluding a private parking garage and a carport.
Parking, Tandem:	The parking of two (2) motor vehicles, one directly behind the other.
Patio:	A hard-surfaced Amenity Space having no permanent roof coverings, usually directly Adjacent to a building, and constructed such that its finished walking surface is laid or poured directly on finished grade.
Paver:	A masonry block of various material or size.
Pervious Area (Permeable):	The area of a lot covered by soil, mulch, vegetation, and permeable, pervious, or pourous surfaces or materials that reduce or eliminate the amount or rate of stormwater runoff directed into the sewer or storm system.
Pier:	A section of a wall between windows or other openings in the exterior wall of a building.
Planter:	A three (3) foot deep recessed soil bed provided for the planting of street trees and kept open to air and water flow through the use of landscaping or permeable or pervious pavers.
Planting Technique:	The prescribed method for planting street trees, either in a continuous planter or tree pit.
Plaza:	A civic space type designed for passive recreation, civic purposes, and commercial activities, with landscape consisting primarily of hardscape.

Pocket Park/Plaza:	A civic space type designed for passive recreation consisting of paving, vegetation, and a place to sit outdoors.
Podium:	The lower portion(s) of certain high-rise buildings, limited in height and designed to minimize the impact of wind flows redirected by adjoining towers and to spatially define the public realm of nearby thoroughfares, private-owned public spaces, and civic spaces.
Podium Tower Building:	A multi-story Building Type composed of a residential point tower above a mid-rise podium.
Point Tower:	A residential tower composed of apartments surrounding a central elevator core.
Principal Building:	A building or structure designed, used, or occupied for the principal use(s) of a given lot or site.
Principal Entrance:	The main point of Access for pedestrians into a building, upper story use, or ground floor tenant space.
Rail Right-of-Way:	The way for any rail service, including, but not limited to, the rail tracks, guideways, overhead power lines, and shoulder.
Rear Setback:	The horizontal distance from a rear lot line to the location of structures or use on a lot, measured perpendicularly from the lot line. This area must be maintained clear of permanent structures with the exception of encroachments.
Receiving Site:	Any lot or building that provides off-site compliance for the pedestrian circulation, arts & creative enterprise space, and/or affordable housing requirements of a generating site.
Roof Line:	The highest point on any building or structure where an exterior wall or parapet wall encloses roof or floor area, including floor area provided for housing mechanical equipment.
Setback Area, Front:	The land area of a lot between a minimum and maximum setback or build-to line.
Shopfront:	A private frontage conventional for retail use with substantial glazing wherein the facade is aligned close to the frontage line with the building entrance at sidewalk grade.
Sign:	Any permanent or temporary name, identification, description, emblem, logo, structure, or device, that is illuminated or non-illuminated; visible or intended to be visible from any public place; and directs attention to a person, product, place, activity, institution, business, organization, activity, or service including any letter, numeral, character, figure, emblem, painting, illustration, banner, pennant, placard, or temporary sign designed to advertise, identify, solicit, or convey information. Signs include devices designed to attract the eye by intermittent or repeated motion and any permanently installed or situated merchandise, including any banner, pennant, placard, or temporary sign, with the exception of window displays. Flags of the United States and the Commonwealth of Massachusetts are not signs.
Sign, Awning:	A sign that is painted, screen-printed, sewn, or adhered onto the surface of an awning that identifies a commercial establishment and is viewed by pedestrians on the opposite side of street.
Sign, Banner:	A tall, narrow, two-sided sign that is attached to and projecting perpendicularly from the facade of a building that identifies a commercial establishment and is viewed by pedestrians and motorists from a distance.
Sign, Blade:	A small, two-sided sign that is attached to and projecting perpendicularly from the facade of a building that identifies a commercial establishment and is viewed by pedestrians on the same side of the street.

Sign, Canopy:	A sign that is attached above, below, or to the face of an entry canopy that identifies a commercial establishment and is viewed by pedestrians on the opposite side of street.
Sign, Roof:	A sign erected on the roof or mounted to the uppermost horizontal architectural band of a building to identify the name of the building or primary tenant and is intended to be viewed by pedestrians and motorists from a distance and serve as an icon for the building.
Sign, Sidewalk:	A portable, two-sided sign that is placed on the sidewalk to identify a commercial establishment or advertise daily specials or sales and is viewed at close range by pedestrians on the same side of the street.
Sign, Vertical Blade:	A tall, narrow, two-sided sign that is attached to and projecting perpendicularly from the facade of a building that identifies a commercial establishment and is viewed by pedestrians and motorists from a distance.
Sign, Wall:	A sign attached flat or mounted parallel to the facade of a building that identifies a commercial establishment and is viewed by pedestrians on the opposite side of street.
Sign, Mural:	A sign that is directly painted on to the exterior wall of a building or screen printed, sewn, or adhered onto a canvas-like material that is mounted flush with the facade of a building that identifies a commercial establishment and is intended to be viewed by pedestrians and motorists from a distance.
Sign, Window:	Individual letters, numerals, or a logo applied directly to the inside of a window or door to identify a commercial establishment and viewed at close range by pedestrians.
Sign Band:	A wall area of a non-residential building built along the entire width of a principal or secondary frontage allocated for the placement of a sign above a shopfront or at the cornice.
Slope:	The ratio of vertical to horizontal distance.
Small Tree:	A woody plant with an expected mature height of thirty (30) feet or less.
Soil Volume:	An amount of soil provided for a tree, calculated as the horizontal area of open or covered soil multiplied by three (3) feet of depth.
Step-back:	The recess of an upper story facade a set distance behind the facade of the story below.
Stoop:	A private frontage wherein the facade is aligned close to the frontage line with the first story elevated from the sidewalk for privacy and with an exterior stair and landing at the entrance.
Stallriser:	A section of wall below a storefront display window.
Story:	A habitable level within a building.
Street:	A thoroughfare, avenue, road, highway, boulevard, parkway, driveway, lane, court or private easement for use by vehicular and pedestrian traffic and providing access to lots and open spaces.
Street Tree:	A tree planted within the furnishing zone as an element of a thoroughfare.
Structural Cells:	A subsurface system that supports the weight of sidewalks and other paved surfaces and is filled with uncompacted soil.
Suspended Pavement:	Pavement slabs spanning supports that allow soil under sidewalks and other paved surfaces to remain uncompacted.
Terminated Vista:	A location at the axial conclusion of a thoroughfare.
Thoroughfare:	A public or private way for use by vehicular and pedestrian traffic and providing access to lots and open civic spaces.
Tower:	Any portion of a high-rise building above seventy (70) feet.
Tree Pit:	A three (3) foot deep pit filled with soil for the planting and growth of a street tree. Tree pits have surface area open to air and water flow.

Trip Reduction:	Reducing in the number of work-related trips made by single-occupant vehicles.
Upper Story Setback:	The horizontal distance that a designated portion of a building is set back from a lot line.
Use, By Right:	The identified principal use of a Building Type requiring only zoning plan review by the Building Official.
Use, Permitted:	Any use of a Building Type listed as a principal use by right, a home occupation, an accessory use, and any use approved by special permit or variance according to this Ordinance.
Use, Temporary:	A use established for a fixed period of time with the intent to discontinue such use upon expiration of the time period.
Vegetative Landscape:	Organic and inorganic plant or earthen materials such as grass and other ground covers; shrubs, trees, bushes, shrubs, vines, and other horticultural materials; and decorative surfacing such as wood chips; crushed stone, gravel, and shell; mulch; and pea gravel/washed stone.

6.7.5 Development Review

- A. Authority
 1. The Planning Board is the review authority for all development review in the USOD, including Special Permits and Design and Site Plan Review, but excluding Variances.
- B. Review Process
 1. Development within the USOD requires a two- (2) stage permitting process. First, a Coordinated Development Plan Special Permit is required prior to the development review for any individual lot. Second, Design & Site Plan Review is required for the development of any individual lot as a building or civic space and for the construction or reconstruction of any thoroughfare.
 2. Additionally, proposed development on an individual lot may or may not necessitate the need for a Special Permit required by this Section or a Variance based on the nature of the proposal.
- C. Coordinated Development Planning
 1. Applicability
 - a. A Coordinated Development Plan Special Permit, in accordance with the provisions of Section 5.8, is required ~~for all~~ prior to the development of any lot.
 - b. Development sites must include a minimum of two (2) lots (existing or proposed) and at least ~~two~~ six hundred and seventy-five thousand (200675,000) square feet of land area.
 2. Review Process
 - a. The following steps are required for a Coordinated Development Special Permit:
 - i. Preliminary Review
 - (a) Step 1: Pre-Submittal Meeting
 - (b) Step 2: Neighborhood Meeting
 - ii. Discretionary Review
 - (a) Step 3: Public Hearing
 3. Preliminary Review
 - a. Pre-Submittal Meeting
 - i. Procedure
 - (a) Development review applications requiring a Coordinated Development Special Permit are not considered complete until a pre-submittal meeting has been held with Planning Staff.
 - (b) A pre-submittal meeting must occur at least fourteen (14) days in advance of the required neighborhood meeting (step 2).
 - (c) Applicants or their representatives are required to attend a pre-submittal meeting.
 - b. Neighborhood Meeting
 - i. Procedure

- (a) Development review applications requiring a Coordinated Development Special Permit are not considered complete until the required neighborhood meeting has been held.
- (b) Applications for development review must be submitted within one hundred and eighty (180) days of the neighborhood meeting. If an application is not submitted in this time frame, the Applicant is required to hold a new neighborhood meeting.
- (c) A neighborhood meeting must occur at least ten (10) days prior to submittal of a development review application for a Coordinated Development Special Permit.
- (d) Neighborhood meetings should be held at a location in close proximity to the subject property on a weekday evening after 6:00 p.m. or on weekends at any reasonable time and shall not occur on a local, state, or national holiday.
- (e) Applicants or their representatives are required to attend a neighborhood meeting.
- (f) The Applicant is responsible for coordinating a neighborhood meeting in conjunction with the Ward representative from the Board of Aldermen and the Staff of the Mayor's Office of Strategic Planning and Community Development.
- (g) The format and agenda of the neighborhood meeting is at the discretion of the applicant, in consultation with the Ward representative from the Board of Aldermen, and may consist of any or all of the following:
 - 1. a formal presentation; or
 - 2. a drop-in, open house style informational session.
- (h) Opportunity must be provided for attendees to ask questions regarding the development review application.
- (i) Applicants are required to bring all information and materials required by the Building Official to a neighborhood meeting.
- (j) The Applicant shall submit a report and minutes of the neighborhood meeting to the Building Official at the time application submittal that includes, at a minimum, the following:
 - 1. a list of those persons and organizations contacted about the meeting, and manner and date of contact;
 - 2. the date, time, and location of the meeting;
 - 3. a roster or signature sheet of attendees at the meeting;
 - 4. copies of all materials provided by the applicant at the meeting;
 - 5. a summary of issues discussed at the meeting; and
 - 6. a description of any changes to the proposed development made as a result of the meeting.

4. Application Submittal

- a. Notwithstanding the ownership of any portion of a DEVELOPMENT SITE, the Somerville Redevelopment Authority may serve as co-applicant for any parcels subject to disposition pursuant to the UNION SQUARE REVITALIZATION PLAN and the provisions of 760 CMR 12.05.
- b. ~~Applications for~~ The following Special Permits offered ~~required~~ elsewhere in this Section may be ~~submitted simultaneously~~ requested as part of a Coordinated Development Plan ~~Special Permit~~ application ~~(see §6.7.4.3);~~:
 - i. The siting and orientation of Civic Spaces (§
 - ii. The size of a proposed Dog Park (§
 - iii. Residential principal uses (§
 - iv. The maximum number of off-street parking spaces (§6.7.13.1)
 - v. The maximum number of 'reserved' off-street parking spaces (§6.7.13.3.b.i)
- c. ~~Plans submitted as part of any Coordinated Development Plan Special Permit application may illustrate hypothetical lots that demonstrate consistency to the Lot~~

Dimension standards for each Building Type without the need for a final plat plan certified and recorded with the Registry of Deeds or Land Court.

5. Information Required
 - a. Plans submitted as part of any Coordinated Development Plan Special Permit application may identify lots for building sites and civic spaces with boundaries that are not officially recorded with the Registry of Deeds or Land Court as follows:
 - i. The hypothetical lots must demonstrate consistency to the Lot standards of this Section.
 6. Review Criteria
 - a. In its discretion to approve or deny a Coordinated Development Special Permit, the Planning Board shall consider the following:
 - i. compliance with the submittal requirements and review considerations of §5.8 Coordinated Development Special Permit;
 - ii. consistency with the 2012 Union Square Revitalization Plan and the 2016 Union Square Neighborhood Plan, as amended;
 - b. The Planning Board may not approve a Coordinated Development Special Permit prior to the execution of agreement(s) between the applicant and the City of Somerville that address contributions to infrastructure, the Green Line Extension, and other community benefits.
 7. Subsequent Development Review
 - a. Following the approval of a Coordinated Development Plan Special Permit, applicants may proceed with the development review required for individual lots.
- D. Individual Lots, Civic Spaces, and Buildings
1. Applicability
 - a. Design and Site Plan Review, in accordance with the provisions of Section 5.4, is required for the development of any lot as a building or civic space.
 - b. Proposed development on an individual lot may or may not necessitate the need for a Special Permit required by this Section or a Variance based on the nature of the proposal.
 2. Review Process
 - a. The following steps are required for Design & Site Plan Review:
 - i. Preliminary Review
 - (a) Step 1: Pre-Submittal Meeting
 - (b) Step 2: Neighborhood Meeting
 - (c) Step 3: Design Review Meeting
 - (d) Step 4: Neighborhood Meeting
 - ii. Administrative Review
 - (a) Step 5: Public Hearing
 3. Consistency
 - a. Development of individual sites lots as buildings or civic spaces within the USOD must comply with the approved Coordinated Development Plan Special Permit and any previously approved Special Permits, as applicable.
 4. Preliminary Review
 - a. Pre-Submittal Meeting
 - i. Procedure
 - (a) Applications for development review are not considered complete until a pre-submittal meeting has been held with Planning Staff.
 - (b) A pre-submittal meeting must occur at least five (5) days in advance of the required neighborhood meeting (step 2).
 - (c) Applicants or their representatives are required to attend a pre-submittal meeting.
 - b. Neighborhood Meetings A neighborhood meeting is required for all development within the USOD prior to formal submittal of an application for Design & Site Plan Approval.
 - i. Required Procedure

- (a) Applications for development review ~~that require a neighborhood meeting~~ are not considered complete until such all required neighborhood meetings has have been held.
 - (b) Applications for development review must be submitted within one hundred and eighty (180) days of the neighborhood meeting. If an application is not submitted in this time frame, the Applicant is required to hold a new neighborhood meeting.
 - (c) A neighborhood meeting must occur at least ten (10) days ~~prior to formal submittal of an application for design & site plan approval~~ in advance of the required design review meeting (step 3) and ten (10) days prior to submittal of an application for development review (step 5).
 - (d) Neighborhood meetings should be held at a location in close proximity to the subject property on a weekday evening after 6:00 p.m. or on weekends at any reasonable time and shall not occur on a local, state, or national holiday.
 - (e) Applicants or their representatives are required to attend a neighborhood meeting.
 - (f) The Applicant is responsible for coordinating a neighborhood meeting in conjunction with the Ward representative from the Board of Aldermen and the Staff of the Mayor's Office of Strategic Planning and Community Development.
 - (g) The format and agenda of the neighborhood meeting is at the discretion of the Applicant, in consultation with the Ward representative from the Board of Aldermen, and may consist of any or all of the following:
 1. a formal presentation; or
 2. a drop-in, open house style informational session.
 - (h) Opportunity must be provided for attendees to ask questions regarding the development review application.
 - (i) Applicants are required to bring all information and materials required by the Building Official to a neighborhood meeting.
 - (j) The Applicant shall submit a report and minutes of the neighborhood meeting to the Building Official ~~at the time of application submittal~~ as required information for a Design & Site Plan Review application that includes, at a minimum, the following:
 1. a list of those persons and organizations contacted about the meeting, and manner and date of contact;
 2. the date, time, and location of the meeting;
 3. a roster or signature sheet of attendees at the meeting;
 4. copies of all materials provided by the applicant at the meeting;
 5. a summary of issues discussed at the meeting; and
 6. a description of any changes to the proposed development made as a result of the meeting.
- c. Design Review Review by the Design Review Committee is required for all development within the USOD prior to formal submittal of an application for Design & Site Plan Approval.
- i. Review Procedure
 - (a) A design review meeting must occur at least ten (10) days ~~prior to formal submittal of an application for development review~~ in advance of the required neighborhood meeting (step 4).
 - (b) Applicants or their representatives are required to attend a design review meeting.
 - (c) Applicants are required to bring all information and materials required by the Building Official to a design review meeting.
 - (d) The Design Review Committee shall issue a written recommendation to the Planning Board and the Applicant within forty-five (45) days of the design review meeting. Subsequent development review steps are

prohibited until the Design Review Committee has issued its recommendation.

- (e) The Applicant shall submit a report and minutes of the design review meeting to the Building Official at the time of application submittal as required information for a Design & Site Plan Review application that includes, at a minimum, the following:
 - 1. the date, time, and location of the meeting;
 - 2. a roster of members of the ~~Urban Design Commission~~ Design Review Committee in attendance at the meeting;
 - 3. copies of all materials provided by the applicant at the meeting;
 - 4. a summary of issues discussed at the meeting; and
 - 5. a description of any changes to the proposed development made as a result of the meeting.

- ii. Review Criteria
 - (a) The Design Review Committee's written recommendation to the Planning Board shall including, at minimum, the following:
 - 1. Identification of each applicable design guideline of this Ordinance that has been achieved to the satisfaction of the DRC, as voted by a majority of members present.
 - 2. Any modifications necessary to remedy outstanding design issues related to guidelines that have not been achieved to the satisfaction of the DRC, as voted by a majority of members present.

- iii. ~~Review Considerations~~
 - (a) ~~In providing design guidance to applicants addition to addressing the design guidelines of this Ordinance, the Design Review Committee shall provide recommendations for in consideration of, but not limited to, the following:~~
 - 1. ~~Buildings~~
 - a) ~~The optimal location and functionality of all building entrances.~~
 - b) ~~The prioritization of ground floor space for commercial uses rather than lobbies to upper story uses.~~
 - c) ~~The continuity of the street wall and spatial definition of the public realm by the building facade in relationship to neighboring buildings.~~
 - d) ~~The architectural techniques used to comply with the provisions of §6.7.10.F Facade Design.~~
 - e) ~~The proportional relationships between the architectural elements of a facade and their use in the development of the facade's composition and details.~~
 - f) ~~The design and composition of the elements of a storefront.~~
 - g) ~~The location, alignment, and massing techniques of high-rise elements to mitigate shadow impacts cast on nearby sites or on-site activities, reduce impacts on view corridors, and increase the actual or perceived separation distance between towers.~~
 - h) ~~The visibility and integration of mechanical and utility equipment into the architectural design of the building.~~
 - i) ~~The quality and durability of building materials.~~
 - j) ~~The local microclimate including pedestrian level winds, weather protection, air quality, the reflection of sunlight, and the casting of shadows.~~
 - 2. ~~Civic Spaces~~

- a) The appropriateness of the proposed civic space type design for the site, with specific regard solar orientation, integration with nearby buildings, and type and use of other nearby civic spaces.
 - ~~b) The design guidelines specific to each civic space type.~~
 - c) The maximization of the actual utility of a civic space for its intended use through landscape design and accommodation of pedestrian desire lines.
 - d) The appropriateness of irrigation and drainage systems to effectively reduce water use, minimize or eliminate storm water runoff into the sewer or storm system, address unique site conditions, and meet the specific needs of the type of civic space.
5. Administrative Review
- a. Design and Site Plan Review
 - ~~i. The development or redevelopment of civic spaces, thoroughfares, and LOTS and/or buildings requires approval of a DESIGN AND SITE PLAN in accordance with the provisions of §5.4 Design and Site Plan Approval.~~
 - ii. Submittal
 - (a) Development review applications that necessitate the need for Special Permits offered elsewhere in required by this Section may be submitted reviewed simultaneously as part of a Design & Site Plan application (see §6.7.4.3).
 - ~~(b) Plans submitted as part of any Design & Site Plan Approval application may illustrate hypothetical lots that demonstrate consistency to the Lot Dimension standards for each Building Type without the need for a final plat plan certified and recorded with the Registry of Deeds or Land Court.~~
 - iii. Information Required
 - (a) Plans submitted as part of any Design & Site Plan Approval application may include a hypothetical plot plan illustrating lot boundaries that are not officially recorded with the Registry of Deeds or Land Court as follows:
 - 1. The hypothetical lot illustrated is superimposed upon an official plot plan certified by a land surveyor.
 - 2. The hypothetical lot illustrated demonstrates consistency to the Lot standards of this Section.
 - (b) Design & Site Plan applications must be submitted for any hypothetical lot individually and buildings on either side of an unofficial lot boundary require development review as separate projects.
 - (c) Plans submitted with a hypothetical plot plan are considered individual lots for the purpose of development review and the unofficial lot lines are referenced as if they were official lot boundaries where interior space, excluding parking, is not permitted to cross any hypothetical, unofficial lot line.
 - iv. Review Criteria
 - (a) The Planning Board shall approve an application for development review requiring Design & Site Plan Approval upon verifying that the submitted plans for the proposed development demonstrates the following:
 - 1. compliance with the standards of §5.4 Design & Site Plan Review;
 - 2. conformance to the applicable Coordinated Development Special Permit, the adopted Master Plan of the City of Somerville, the Union Square Neighborhood Plan, existing policy plans and

standards established by the City, or to other plans deemed to be appropriate by the Planning Board; and conformance with the provisions of this Ordinance.

v. Procedure

(a) When reviewing a Design and Site Plan for civic spaces, the Planning Board may solicit comments and/or recommendations from the Design Review Committee (DRC) in consideration of, but not limited to, the following:

1. how solar orientation, pedestrian desire lines, landscape design, integration with nearby buildings, and the relationship of the civic space to others nearby contributes toward maximization of the actual utility of a civic space for its intended use.

(b) When reviewing a Design & Site Plan for lots or buildings, the Planning Board may solicit comments and/or recommendations from the Design Review Committee (DRC) in consideration of, but not limited to, the following:

1. site planning, buildings placement, building bulk, floor plans, exterior design, construction materials, green building techniques, landscaping, entrance and exit placement, signage; and,
2. the local microclimate including pedestrian level winds, weather protection, air quality, the reflection of sunlight, and the casting of shadows.

6. Discretionary Development Review

a. Special Permits

i. Submittal

(a) The following Special Permits applications required elsewhere in this Section may be submitted simultaneously requested as part of a Coordinated Development Plan Special Permit application or as part of a design and site plan application:

1. The orientation of Civic Spaces (§
2. The size of a proposed Dog Park (§
3. Residential principal uses (§
4. The maximum number of off-street parking spaces (§6.7.13.1)
5. The maximum number of 'reserved' parking spaces (§6.7.13.3.b.i)

ii. Review Criteria

(a) In its discretion to approve or deny any Special Permit offered elsewhere in this Section, the Planning Board shall consider the following:

1. compliance with the submittal requirements and review considerations of §5.1 Special Permits;
2. conformance to the applicable COORDINATED DEVELOPMENT PLAN, the adopted MASTER PLAN of the City of Somerville, the UNION SQUARE NEIGHBORHOOD PLAN, existing policy plans and standards established by the City, or to other plans deemed to be appropriate by the Planning Board; and
3. consistency with purpose and intent of the USOD and of this Ordinance in general; and
4. considerations indicated elsewhere in this Section for the specific type of special permit required.

b. Minor Projects

i. Per §5.4.4 of this Ordinance, Lot Splits, Lot Mergers, and Lot Line Adjustments are considered minor projects and are only subject to the minor site plan approval process established in the Rule and Regulations of the Planning Board.

- E. Thoroughfares
1. Applicability
 - a. Design & Site Plan Review, in accordance with the provisions of Section 5.4, is required prior to the construction or reconstruction of any thoroughfare.
 2. Consistency
 - a. Construction or reconstruction of a thoroughfare within the USOD must comply with the approved Coordinated Development Special Permit.
 3. Review Process
 - a. The following steps are required for Design & Site Plan Approval:
 - i. Preliminary Review
 - (a) Step 1: Pre-Submittal Meeting
 - ii. Administrative Review
 - (a) Step 2: Design & Site Plan Approval Public Hearing
 4. Preliminary Review
 - a. Pre-Submittal Meeting
 - i. Required Procedure
 - (a) Applications for development review are not considered complete until a pre-submittal meeting has been held with Planning Staff.
 - (b) A pre-submittal meeting must occur at least ten (10) days prior to submittal of an application for development review (step 2).
 - (c) Applicants or their representatives are required to attend a pre-submittal meeting.
 5. Administrative Review
 - a. Design and Site Plan Approval
 - i. Review Criteria
 - (a) The Planning Board shall approve an application for development review requiring Design & Site Plan Approval upon verifying that the submitted plans for the proposed development demonstrates the following:
 1. compliance with the standards of §5.4 Design & Site Plan Review;
 2. conformance to the applicable Coordinated Development Special Permit, the adopted Master Plan of the City of Somerville, the Union Square Neighborhood Plan, existing policy plans and standards established by the City, or to other plans deemed to be appropriate by the Planning Board; and
 3. conformance with the provisions of this Ordinance.
- F. Minor Projects
1. Per §5.4.4 of this Ordinance, Lot Splits, Lot Mergers, and Lot Line Adjustments are considered minor projects and are only subject to the minor site plan approval process established in the Rule and Regulations of the Planning Board.

6.7.6 **Development Planning**

- A. Civic Space
1. At full build-out of development subject to an approved Coordinated Development Special Permit, at least fifteen percent (15%) of the development site must be designed as two (2) or more civic spaces of differing types, sizes, and locations.
- B. Commercial Build Out
1. At full build-out of development subject to a an approved Coordinated Development plan Special Permit, no less than sixty percent (60%) and at least three hundred and seventy-five thousand (375,000) square feet of the total gross floor area (excluding motor vehicle and bicycle parking) must be dedicated to commercial uses.
 2. At full build-out of development subject to a an approved Coordinated Development plan Special Permit, not more than ten percent (10%) of the total gross floor area within the

- ~~Coordinated development plan~~ may be dedicated to principal uses within the Retail use category.
3. At full build out of development subject to a an approved Coordinated Development plan Special Permit, at least 375 square feet of commercial space must be provided for each dwelling unit.
 4. At full build out of development subject to a an approved Coordinated Development plan Special Permit, at least five percent (5%) of the total gross floor area dedicated to commercial uses, excluding motor vehicle and bicycle parking, must be dedicated to principal uses within the Arts & Creative Enterprise use category.
 - a. Floor area dedicated to principal uses within the Arts & Creative Enterprise use category may be provided according to §6.7.6.E Off Site Compliance.
- C. Residential Build Out
1. A maximum of one (1) dwelling unit per six hundred and eighty five (685) square feet of land area of a development site is permitted within the USOD.
- D. Affordable Housing & Linkage
1. At full build out, development subject to an approved Coordinated Development Special Permit must provide at least twenty percent (20%) of total dwelling units as affordable housing.
 2. Except as noted in §6.7.6.C.1 and §6.7.6.D.1, Development subject to a an approved Coordinated Development Plan Special Permit must comply with the provisions of Article 13: Inclusionary Housing and Article 15: Linkage, in effect as of the date of the approved COORDINATED DEVELOPMENT PLAN.
- E. Off-Site Compliance
1. Within the USOD, the Planning Board may permit off-site compliance of §6.7.5.A.4 (Commercial Space for Arts & Creative Enterprise uses), ~~§6.7.9.A.1.d (Pedestrian Circulation Space)~~, and Article 13 Inclusionary Housing, in whole or in part, for any Generating Site with any Receiving Site within the district included as part of a Coordinated Development Special Permit application.
- F. Grandfathered Compliance
1. Development that has been granted Building Permit or Certificate of Occupancy in compliance with an approved Design & Site Plan is compliant with this section (Section 6.7.6), subject to all conditions attached to the approval.

6.7.7 Sub-Districts

- A. Commercial Core
1. General
 - a. The Commercial Core district is a family of sub districts where the CC zone classification is followed by a number associated with the permitted building height on the zoning map.
 - i. CC-4 has a maximum building height of 4 stories.
 - ii. CC-5 has a maximum building height of 5 stories.
 - iii. CC-7 has a maximum building height of 7 stories.
 2. Intent
 - a. To accommodate mid-rise commercial and lab buildings at heights appropriate for each site and a mix of neighborhood- and community-serving commercial uses.
- B. Mid-Rise 4
1. Intent
 - a. To accommodate mid-rise buildings that do not exceed four (4) stories in height and a mix of uses, including neighborhood serving commercial uses.
- C. Mid-Rise 5
1. Intent
 - a. To accommodate mid-rise buildings that do not exceed five (5) stories in height and a mix of uses, including neighborhood- and community-serving commercial uses.
- D. High Rise
1. Intent

- a. To accommodate a mix of Building Types of various heights and a mix of uses, including neighborhood- and community-serving commercial uses.

6.7.8 Urban Design Standards

- A. Land Division
 - 1. Development sites must be subdivided with thoroughfares, if necessary, and platted with lots for either buildings or Civic Spaces.
- B. Lots
 - 1. All lots must have a lot line abutting a thoroughfare or a civic space.
 - 2. Lots may be platted to create a corner, interior, or key lot. Flag lots and through lots are prohibited.
 - 3. To avoid highly irregular lot shapes, lots must be platted to be generally rectilinear, where the side lot lines are within forty-five (45) degrees of perpendicular to the front lot line or to the tangent of a curved front lot line, and generally straight throughout their length.
- C. The Planning Board shall establish standards for the development of streets and other thoroughfares within the USOD, including, but not limited to standards for motor vehicle travel lanes, parking lanes, sidewalks, street tree plantings, and sidewalk extensions.
- D. Alleys
 - 1. Alleys must be engineered and constructed as required by the City Engineer and the Director of Transportation & Infrastructure.
 - 2. Alleys must be twenty (20) feet wide in total right of way, with two (2), ten (10) foot wide travel lanes.
- E. Mid-Block Passages
 - 1. A Mid-block passage is required for any Block Face that is four hundred (400) feet or greater in length.
 - 2. Mid-Block passages must connect the sidewalk of one thoroughfare to another on opposite sides of a Block.
 - 3. Mid-block passages may be designed as an open-air passage between buildings, a covered atrium providing continuous protection from the elements, or as an up to two-story passage through a building.
 - 4. Mid-block passages must be at least twenty (20) feet in width, with a minimum ten (10) foot wide paved walkway designed as a continuation of the sidewalks they connect.
 - 5. Mid-block passages must be lighted with footlights, bollard lights, building lights, or streetlights to provide for safety and visibility at night.
- F. Pedestrian Streets
 - 1. Any lot with frontage on Somerville Avenue, Bow Street, Union Square, Prospect Street, or Washington Street is considered a pedestrian street and subject to the following:
 - a. Any lot line abutting a pedestrian street is a primary front lot line.
 - b. Vehicular access to parking lots, structured parking structures, loading facilities, and service areas for lots abutting a pedestrian street must be from an Alley or side street and may not be from one of the following streets: Somerville Avenue, Bow Street, Union Square, Prospect Street, or Washington Street.
 - c. Curb cuts and driveways are prohibited for all lot lines abutting a pedestrian street.
 - d. Development on any lot abutting a pedestrian street where the sidewalk is less than twelve (12) feet in width must be setback an additional distance to accommodate expansion of the abutting sidewalk to a width of at least twelve (12) feet, excluding existing buildings incorporated into new development.
 - i. The minimum and maximum front setback for each Building Type is adjusted accordingly.
 - ii. Expanded sidewalks must be rebuilt according to §6.7.8.B.5 Sidewalks and paved to match the existing walkway material of abutting sidewalks.
 - e. The use of ground story commercial spaces, excluding lobbies and other the means of egress to upper story uses, must be from the following principal use categories:
 - i. Arts & Creative Enterprise
 - ii. Eating & Drinking Establishment
 - iii. Retail

- iv. Civic & Institutional
- f. Non Auto-Oriented uses subject to relocation assistance in accordance with the Union Square Revitalization Plan are exempt from the use restriction for ground story commercial spaces, but are not considered grandfathered lawfully nonconforming uses upon abandonment of the relocated use.

6.7.9 Civic Space

- A. Development Review
 - 1. The development of any Civic Space requires design and site plan review in accordance with §6.7.4.B.2.a.
- B. General to All Civic Space Types
 - 1. Size
 - a. Civic Spaces must be sized according to Table 6.7.8.
 - 2. Siting and Orientation
 - a. Civic spaces must be ~~located~~ sited and oriented to maximize their inherent exposure to the sun as follows:
 - i. Civic spaces are prohibited on lots that have only one north-facing front lot line.
 - ii. Civic spaces are not permitted to have only one west-facing or east-facing front lot line for any lot that also has a south-facing front lot line.
 - b. Civic spaces may be ~~located~~ sited and oriented without an ideal exposure to the sun by Special Permit.
 - i. In its discretion to approve or deny a Special Permit authorizing a civic space without an ideal exposure to the sun, the Planning Board may approve the Special Permit application only upon finding ~~consider~~ the following:
 - (a) The review considerations for all Special Permits as specified in Section 5.1 Special Permits;
 - (b) That the proposed location is an ideal site for a civic space despite its orientation and was the only available option to provide one of the permitted civic space types.
 - (c) That ~~Balancing the desire for quality~~ siting and orientation of the proposed civic spaces is the only means to achieve ~~against the other~~ objectives of the adopted comprehensive Master Plan of the City of Somerville and other existing policy plans and standards established by the City.
 - (d) That neighboring buildings of the directly abutting lots do not cast shadows that adversely limit ground level access to sunlight.
 - 3. Construction
 - a. Civic Spaces must be engineered and constructed as required by the City Engineer and the Director of Transportation & Infrastructure.
 - 4. Accessibility
 - a. The design of all Civic Space must comply with the Americans with Disabilities Act and the Rules and Regulations of the Massachusetts Access Board (521 CMR), as amended.
 - b. Sloping walkways are encouraged over ramps when reasonably possible to provide for accessible grade changes.
 - 5. Hours of Access
 - a. Civic spaces must be accessible to the public at all times, except in circumstances where the Planning Board has authorized a nighttime closing necessary for public safety and maintenance by the property owner.
 - 6. Circulation
 - a. Entrances must be physically and visually accessible from surrounding sites, designed to make visitors feel welcome and comfortable entering the space, and oriented to preserve view corridors and enhance visual connections to surrounding properties or activities.
 - b. Entrances to children's activity areas must be gated.
 - 7. Landscape

- a. Landscaping must be provided according to Table 6.7.8.
 - b. Large trees are required as indicated for each type of civic space.
 - c. When planted, trees must be a minimum height of ten (10) feet and/or two (2) inches in caliper and planted flush-to-grade or at grade within planting beds with no raised curbs or railings.
 - d. ~~Trees must be spaced between thirty-five (35) and forty-five (45) feet on center, depending on species or cultivar of tree.~~
 - e. At least one thousand (1,000) cubic feet of uncompacted soil volume must be provided for each tree within a twenty-seven (27) foot radius of the tree trunk.
 - i. Where soil volumes within the maximum allowable radii for nearby trees overlap, up to twenty-five percent (25%) of the required soil volume per tree may be shared between trees.
 - ii. Soil volume under paved surfaces must be provided through suspended pavements or structural cells. Sand-based structural soil system (SBSS) may be used with approval of the Director of Transportation & Infrastructure.
 - f. Tree pits and planters must have a minimum thirty-six (36) sq. ft. (such as 6'x6') open soil area, centered at the tree trunk. Planting soil must be provided to a depth of three (3) feet in the tree pit or planter.
 - g. Shredded bark mulch must be applied to the soil area at a uniform depth of three (3) inches and distributed to create a smooth, level cover over the exposed soil at the time of planting.
8. Hardscape
- a. Surface materials must be approved by the Director of Transportation & Infrastructure.
9. Amenities and Furnishings
- a. Furnishing must be provided according to Table 6.7.8.
 - b. All amenities and public furniture must comply with the City of Somerville's Park Specifications Handbook. The Director of Transportation & Infrastructure may authorize the use of amenities and furnishings that are proportional or better in quality and function to those identified in the Park Specifications Handbook, excluding dedication plaques and signage.
 - c. Seating
 - i. Seating is required as indicated for each type of Civic Space. The provision of seating in excess of this requirement is encouraged.
 - ii. Seating must be designed for the convenience and comfort of visitors, located in support of gathering spaces and along pedestrian paths, but should be out of the flow of pedestrian traffic.
 - iii. When required to provide seating, civic spaces should offer a variety of seating types and seating locations including places to sit in the sun, in the shade, out of the wind, in groups, alone, close to activity, and in relative seclusion to every extent possible.
 - iv. Linear feet of seating may be provided through movable chairs, fixed individual seats, fixed benches with and without backs, and design feature seating such as seat walls, planter and fountain ledges, and seating steps.
 - v. Seat walls, planter and fountain ledges, and/or seating steps shall not, in aggregate, represent more than fifteen (15) percent of the linear feet of required seating.
 - vi. All seating must have a minimum seat depth of eighteen (18) inches and a seat height between sixteen (16) and twenty (20) inches above grade (nearby walking surfaces). Seating steps may have a height up to thirty (30) inches and seating walls may have a height up to twenty-four (24) inches.
 - vii. Seating thirty-six (36) inches or more in depth is counted as double the linear feet, provided there is access to both sides.
 - viii. Planter or fountain ledges provided as seating must have a minimum depth of twenty-two (22) inches.
 - ix. Seat backs must be a minimum of fourteen (14) inches high and either contoured in form for comfort or reclined between ten (10) to fifteen (15)

- degrees from vertical. Walls located Adjacent to a seating surface do not count as seat backs.
- x. Movable chairs, excluding chairs for outdoor cafes, may be counted as two (2) feet of linear seating per chair. All moveable chairs must have seat backs and a maximum seat depth of twenty (20) inches.
 - xi. Movable chairs are not permitted to be chained, fixed, or otherwise secured while a civic space is open to the public, however may be chained or removed during the hours of 9:00pm to 7:00am.
 - xii. Steps provided for pedestrian circulation and the seating of open air café areas do not count toward seating requirements.
 - xiii. Deterrents to seating, such as spikes, rails, or deliberately uncomfortable materials or shapes, placed on surfaces that would otherwise be suitable for seating are prohibited.
 - xiv. Deterrents to skateboards, rollerblades and other wheeled devices are permitted on seating surfaces if they do not inhibit seating, maintain a minimum distance of five feet between deterrents, and are integrated into the seating surface at the time of manufacture or construction.
- d. Tables
 - i. All civic spaces requiring tables must include a minimum of one handicapped accessible table.
 - e. Bicycle Parking
 - i. Bicycle parking must be provided as required by the Planning Board base on the recommendations of the Director of Transportation & Infrastructure.
 - ii. Bicycle parking is subject to Short Term Bicycle Parking provisions of this Section.
 - f. Signage
 - i. Permanent signage must be provided as appropriate for each type of civic space.
 - ii. Directional, educational, informational, and geographic signage should be located at significant locations (such as entrances), in conjunction with amenities, or places where circulation paths cross.
 - g. Litter Receptacles
 - i. Litter receptacles must be designed in such a manner that users do not have to touch the receptacle or push open a door in order to dispose of litter.
 - ii. Litter receptacles must be constructed of durable materials that are graffiti-, fire-, rust, and stain-resistant.
 - iii. Litter receptacles must include a metal barrier to prevent rodents from entering from the bottom.
 - iv. Litter receptacles should be located near entrances to civic spaces and within reasonable proximity to seating areas.
 - v. Recycling receptacles are required in conjunction with litter receptacles.
10. Lighting
 - a. Lighting that promotes personal safety and invites pedestrian activity while adding visual ambiance and character to civic spaces at night must be provided.
 - b. Lighting fixtures should be smaller-scale, frequently placed, and scaled to pedestrians. Fixture components (base, pole, luminaries) should have stylistic compatibility, while varying in form according to functional requirements. The indiscriminate use of bright lighting should be limited.
 11. Irrigation & Drainage
 - a. All irrigation systems must be designed to use a minimal amount of water for irrigation.
 - b. Drainage systems should be designed to reduce or eliminate the amount or rate of storm water runoff directed into the sewer or storm system.
 - c. All water holding and infiltration facilities must be designed to meet the specific needs of each type of civic space and properly address site conditions.
 12. Structures

- a. Structures common to civic spaces, including but not limited to, restrooms, open-air pavilions, gazebos, picnic shelters, outdoor theaters/ performance stages, field houses, kiosks and their substantial equivalents are permitted.
13. Outdoor Cafes & Commercial Sales
- a. Outdoor cafes and retail sales within Civic Spaces ~~may be approved~~ are only permitted by Special Permit.
 - i. In its discretion to approve or deny outdoor cafes and retail sales within a Civic Space, the Planning Board shall consider the following:
 - (a) The review considerations for all Special Permits as specified in Section 5.1 Special Permits;
 - (b) The percentage of the civic space proposed to be occupied by the outdoor café or retail sales and the viability of the remaining area to properly function as the intended type of civic space.
 - (c) Recommendations provided by the Design Review Committee for the original Design & Site Plan application for the civic space.

Table 6.7.8 Civic Space Standards

	Neighborhood Park	Plaza	Green	Pocket Park/Plaza	Terraced Steps	Playground	Dog Park
Lot Size (min)	8,000 sf.	8,000 sf.	6,000 sf.	800 sf.	-	2,500 sf.	10,000 sf.
Lot Size (max)	2 acres	2 acres	1 acre	10,000 sf.	10,000 sf.	25,000 sf.	-
Seating (min)	n/a	1 linear foot / 30 sf.	1 linear foot / 250 sf.	1 linear foot / 50 sf.	1 linear foot / 50 sf.	1 linear foot / 300 sq. ft.	1 linear foot / 275 750 sf.
Tables (min)	n/a	1 per every 4 movable chairs (if provided)	n/a	1 per every 3 movable chairs (if provided)	n/a	n/a	n/a
Number of Large Trees (min)	1 / 350 1,225 sf.	16 4 trees + 4 caliper inches of additional trees / 1,000 sf.	1 / 750 400 sf.	1 / 200 400 sf.	1 / 200 sf. n/a	1 / 500 750 sf.	1 / 30 ft. of front lot line
Pervious Area (min)	85%	70%	85%	70%	-	85%	100%
Vegetative Landscape (min)	50%	10%	70%	30%	50%	30%	10%

- C. Specific to Each Civic Space Type
- 1. Neighborhood Park
 - a. General
 - i. A neighborhood park is a civic space designed for active and passive recreation with features and facilities that support the immediate neighborhood. Examples include: Perry Park, Albion Street Park, and Walnut Street Park
 - b. Development Standards
 - i. A Neighborhood Park must provide varied spaces that accommodate a wide range of ages, physical abilities and programming.
 - ii. A Neighborhood Park must have multiple entrance points to encourage access from the surrounding neighborhood and from public transportation routes.
 - iii. Trees must be planted to provide shade during summer months, especially in seating areas and playgrounds.
 - iv. A minimum of one (1) combination compactable litter/recycling receptacle is required for every ten thousand (10,000) square feet of area.
 - c. Design Guidelines
 - i. Connectivity to the surrounding environment in a Neighborhood Park is vital. Sidewalks, bike paths, crosswalks and connections to larger transportation systems should be established and clear.

- ii. Wherever possible, spaced should be multi-use and flexible to accommodate as many different uses as possible.
- iii. Spaces in a Neighborhood Park should reflect the desires of the surrounding residents and provide programming that is relevant to that neighborhood's demographic and user groups.
- iv. Varied play environments that foster the development of children's cognitive, physical and social development are encouraged.
- v. Water features and changes in topography are encouraged.
- vi. Amenities and furnishings may include, but are not limited to: seating, drinking fountains, tables, chairs and benches, moveable tables and chairs, litter receptacles, etc. Signage should be placed at entrances or other points where people gather.
- vii. Fencing and vegetation should preserve privacy for Abutting yards while providing resident visibility into the park.
- viii. In addition to active physical recreation, Neighborhood Parks should provide opportunities for public art, performance space and community engagement in artistic and cultural expression. Public art and performances should reflect the neighborhood and preserve a sense of neighborhood identity.
- ix. A neighborhood park should offer a variety of seating types and seating locations, including places to sit in the sun, in the shade, out of the wind, in groups, alone, close to activity, and in relative seclusion to every extent possible.

2. Plaza

a. General

- i. A plaza is a civic space type designed for passive recreation, civic purposes, and commercial activities, with landscape consisting primarily of hardscape. Plazas are generally located in areas of high pedestrian activity. Examples include: Statue Park Plaza and Union Square Plaza

b. Development Standards

- i. Plazas must be generally rectilinear in shape (e.g. rectangular or square) with a minimum average width and depth of forty (40) feet.
- ii. The depth of a plaza is not permitted to be less than one third of the width, measured perpendicularly from the Abutting sidewalk.
- iii. At least seventy five percent (75%) of a plaza must be completely visible when viewed perpendicularly from the sidewalk of the Abutting thoroughfare.
- iv. Plazas must be open to the sky and unobstructed for at least fifty percent (50%) of the area of a plaza except for the following features, equipment and appurtenances: bicycle racks; lighting; litter receptacles; planters, planting beds, lawns, trees, and other landscape features; outdoor cafes and kiosks; public art; seating, including movable chairs, fixed individual seats, fixed benches, seat walls, planter and fountain ledges, and/or seating steps; stages; temporary exhibitions; and water features.
 - (a) Trees planted flush-to-grade and lawn, turf, or grass areas that do not differ in elevation from the surface of the plaza by more than six (6) inches are not considered obstructions.
 - (b) Obstructions that are non-permanent or moveable, such as moveable furniture, outdoor cafes, or temporary exhibitions are considered within gross areas designated on a site plan and not measured as individual pieces of furniture.
 - (c) Approved building awnings, canopies, and signs are exempt.
- v. The first fifteen (15) feet of a plaza measured perpendicularly from any front lot line is considered the frontage area of a plaza. At least fifty percent (50%) of the frontage area must be free from obstructions.
- vi. Unobstructed pedestrian circulation paths must connect any Abutting sidewalk to all plaza and building entrances and major focal points and activity areas of

the plaza. At least one circulation path of at least eight (8) feet clear width must be provided.

- vii. The surface of a plaza must be equal to the average elevation of the Abutting sidewalks, publicly accessible walkways, or other civic spaces. Minor changes beyond this elevation not exceeding two (2) feet are permitted. Plazas over ten thousand (10,000) square feet in area may have up to twenty percent (20%) of the plaza area elevated up to four (4) feet above the grade of the Abutting sidewalk, provided that the raised areas is setback from the front lot line at least twenty (20) feet.
 - viii. Paving must be of non-skid, durable materials that are decorative and compatible in color and pattern with other design features of the plaza.
 - ix. Each plaza must provide at least two types of seating.
 - x. A minimum of one (1) linear foot of required seating for every two linear feet of plaza frontage must be located within the frontage area of a plaza. A minimum of fifty percent (50%) of this seating must have seat backs and at least fifty percent (50%) of the seating with seat backs must face the sidewalk.
 - xi. Steps provided for pedestrian circulation must have a height (rise) between 4 to 6 inches and minimum tread (run) of 17 inches, except that steps with a height (rise) of 5 inches may have a minimum tread (run) of 15 inches.
 - xii. A minimum of one (1) compacting combination litter/recycling receptacle is required for every five thousand (5,000) square feet of plaza area.
 - xiii. Plazas that contain outdoor cafes or kiosks providing food service must provide one (1) additional litter receptacle and (1) additional recycling receptacle for every one thousand five-hundred (1,500) square feet of plaza area occupied by such outdoor eating area.
- c. Design Guidelines
- i. A plaza should contain must contain substantial areas of hardscape complemented by planting beds or arrangements of trees with open canopies.
 - ii. Plantings should contribute to the spatial definition of the space as an outdoor room.
 - iii. Benches and seating ledges or walls should be designed for the convenience and comfort of visitors, located in support of gathering spaces and along pedestrian circulation paths, but should be out of the flow of pedestrian traffic.
 - iv. The perimeter of a plaza should be well integrated into its surroundings and free from fences, hedges, and other barriers that would impede movement into the space and obscure visibility from adjacent streets or building frontages.
3. Green
- a. General
- i. A green is a civic space type designed for passive recreation with landscape consisting primarily of green space with lawns, planting beds, paths, and trees. Examples include: Winthrop Square.
- b. Development Standards
- i. A green must Abut at least one public thoroughfare and one private lot.
 - ii. The first fifteen (15) feet of a Green measured perpendicularly from any front lot line is considered the frontage area. A minimum of one (1) linear foot of required seating for every twenty (20) linear feet of street frontage must be located within the frontage area.
 - iii. A minimum of one (1) compacting combination litter/recycling receptacle is required for every ten thousand (10,000) square feet of area.
- c. Design Guidelines
- i. Large trees should provide shade for most of the area of the green.
 - ii. Plantings should contribute to the spatial definition of the space as an outdoor room.
 - iii. Open areas intended for passive use should be primarily planted with grass.

- iv. Benches and seating ledges or walls should be designed for the convenience and comfort of visitors, located in support of gathering spaces and along pedestrian circulation paths, but should be out of the flow of pedestrian traffic.
4. Pocket Park/Plaza
- a. General
 - i. A Pocket Park/Plaza is a civic space type designed for passive recreation consisting of paving, vegetation, and a place to sit outdoors. Examples include: Quincy Street Park, Stone Place Park, Bay Village Neighborhood Park, and Temple Street Park.
 - b. Development Standards
 - i. Pocket Parks/Plazas must be open to the sky and unobstructed for at least fifty percent (50%) of the area of a Pocket Park/Plaza except for the following features, equipment, and appurtenances: bicycle racks; lighting; litter receptacles; planters, planting beds, lawns, trees, and other landscape features; outdoor cafes and kiosks; public art; seating, including movable chairs, fixed individual seats, fixed benches, seat walls, planter and fountain ledges, and/or seating steps; stages; temporary exhibitions; and water features.
 - (a) Trees planted flush-to-grade and lawn, turf, or grass areas that do not differ in elevation from the surface of the plaza by more than six (6) inches are not considered obstructions.
 - (b) Obstructions that are non-permanent or moveable, such as moveable furniture, outdoor cafes, or temporary exhibitions are considered within gross areas designated on a site plan and not measured as individual pieces of furniture.
 - (c) Approved building awnings, canopies, and signs are exempt.
 - ii. The surface of a Pocket Park/Plaza must be equal to the average elevation of the Abutting sidewalk, publicly accessible walkways, or other civic spaces. Minor changes in elevation not exceeding two (2) feet are permitted.
 - iii. Paving must be of non-skid, durable materials that are decorative and compatible in color and pattern with other design features of the Pocket Park/Plaza.
 - iv. A minimum of one (1) compacting combination litter/recycling receptacle is required for every five thousand (5,000) square feet of Pocket Park/Plaza area.
 - c. Design Guidelines
 - i. A Pocket Park/Plaza should contain areas of hardscape complemented by planting beds or arrangements of trees with open, spreading canopies.
 - ii. Plantings should contribute to the spatial definition of the space as an outdoor room.
 - iii. Benches and seating ledges or walls should be designed for the convenience and comfort of visitors, located in support of gathering spaces and along pedestrian circulation paths, but should be out of the flow of pedestrian traffic.
 - iv. Entrances should be well designed to make visitors feel welcome and comfortable entering the space.
5. Terraced Steps
- a. General
 - i. Terraced steps are a civic space type designed for passive recreation and to egress from differing elevations consisting of a series of successively receding flat surfaces or platforms, which resemble deep steps.
 - ii. Development Standards
 - (a) Terraced steps are only permitted in locations with changes in elevation.
 - (b) Terraced steps must include a series of deep terraces that can be occupied for passive seating by individuals or groups and at least one set of circulation stairs that provide egress from the higher elevation to the lower elevation.
 - iii. Design Guidelines

- (a) Terraces should be primarily planted with grass and large trees that provide shade to the planted areas of the terraces.
 - (b) Seating should be provided primarily as seat walls or benches incorporated into each terrace.
6. Playground
- a. General
 - i. A playground is a civic space type primarily designed as a play area for children. Playgrounds may be freestanding or incorporated as a subordinate feature of a regional park, community park, neighborhood park, or public common. Examples include: Walnut Street Playground, Grimmons Park, and Chuckie Harris Park
 - b. Development Standards
 - i. Design and construction of a playground must comply with the US Consumer Product Safety Commission's Public Playground Safety Handbook.
 - ii. Only commercial grade play equipment certified by the manufacturer is permitted.
 - iii. Playground must include seating intended for parents and litter receptacles.
 - iv. Playground surfacing must be composed of a shock-absorbing surface with a maximum 2% slope except where intentionally mounded for play activities. The material must meet all federal, state and local regulations.
 - v. Wooden play structures are prohibited.
 - c. Design Guidelines
 - i. Playgrounds should be designed to engage children and adolescents in developing their physical and social skills in a stimulating and safe environment.
 - ii. Playgrounds should include equipment for two at least age groups: play equipment intended for children ages one (1) to five (5), play equipment intended for children ages six (6) to ten (10), and play equipment for adolescents up to eighteen (18) years in age.
 - iii. Playgrounds should be designed to meet the widest range in needs of children of different ages and abilities to every extend possible.
 - iv. Parks that have playground equipment, sports fields, and spray pads should be accessible to all children up to eighteen (18) years in age.
 - v. Natural play areas constructed of boulders, logs and land forms and playground equipment made from 100% recycled plastic or steel is recommended.
 - vi. Steel play structures should be shaded by trees or other shade structures to decrease their surface temperature in the summer months.
7. Dog Park
- a. General
 - i. A dog park is a civic space type designed for the active recreation of dogs and their owners. Dog parks may be freestanding or incorporated as a subordinate feature of a neighborhood park. Examples include: Zero New Washington Community Park, Nunziato Field Off Leash Recreational Area (ORLA)
 - b. Development Standards
 - i. Dog parks are not permitted directly Abutting playgrounds, recreation fields, and community gardens.
 - ii. A dog park is not permitted to be less than fifteen (15) feet in any dimension.
 - iii. Dog parks must be fenced on all sides to a minimum height of 60 inches. Fence footings must be buried to a depth of one (1) foot and fence panels must be buried to a depth of six (6) inches at all locations except at entrances/exits.
 - iv. Dog parks must have two entrances/exits.
 - v. Entrances/exits must have a safety gate, with an outer and inner gate on either side of a minimum sixteen (16) square-foot "vestibule" area. This "vestibule" area serves as a buffer between the entrance and the rest of the park.

- vi. One (1) litter receptacle and one (1) dog valet must be provided near each entrance/exit.
 - vii. A sub-base of crushed gravel or equivalent that will compact to a dense, graded permeable subsurface must be provided.
 - viii. Requires trees must be planted along the perimeter of a dog park, outside of the fence.
 - ix. Ground cover must be decomposed (crushed) granite or similar material that is non water-absorbing and devoid of organic material.
 - x. Planting beds must be included along the outside of the perimeter fence to help screen the dog park and reduce potential runoff.
 - xi. Dog parks must include a watering area with a standard hose-bib.
 - xii. Each dog park must have a permanent sign, stating the hours of operation, rules, and regulations for the dog park.
- c. Design Guidelines
 - i. Separated play areas for small dogs and large dogs are recommended.
 - d. Development Review
 - i. The size of a dog park may be reduced by Special Permit.
 - (a) In its discretion to approve or deny a special permit authorizing a dog park under ten thousand (10,000) square feet in size, the Planning Board shall consider the following:
 1. The review considerations for all Special Permits as specified in Section 5.1 Special Permits
 2. Proximity to existing nearby properties in residential use.
 3. Proximity of the proposed dog park to larger existing dog parks that might provide more running/activity space for dogs.
 4. The necessity to limit use of the dog park due to the decreased size.
 5. The design quality of the proposed dog park in relation to the decreased size.
 6. The provision of adequate space for the recreation of dogs. Any lot line abutting a pedestrian street is a primary front lot line

6.7.10 Building Standards Types

A. General for All Buildings

1. Lot Standards

a. Number of Buildings

- i. One (1) principal Building Type may be built on each lot.

b. Lot Lines

- i. The front lot line of any INTERIOR LOT or KEY LOT is a primary FRONT LOT LINE.
- ii. For CORNER LOTS, the primary FRONT LOT LINE is designated as follows:
 - (a) Any front lot line abutting a Block Face designated in Section 6.7.6.B.1 pedestrian street is a primary FRONT LOT LINE. See §6.7.8.F.
 - (b) For all other CORNER LOTS, the primary FRONT LOT LINE is designated by the property owner, with all remaining FRONT LOT LINES are designated as secondary FRONT LOT LINES.

c. Pedestrian Circulation Space

- i. Pedestrian circulation space is required at ground level as indicated for each Building Type. Pedestrian circulation space is calculated as a percentage of lot area.
 - (a) When the pedestrian circulation space calculation results in less than six thousand (6,000) sf of required space, that space may be provided as one or more of the following:
 1. Increased sidewalk width;
 2. A mid-block passage;
 3. A pocket park civic space type;
 4. Publicly accessible courtyard with no less than seventy percent (70%) landscape; or

- 5. ~~Outdoor recreation facilities.~~
 - (b) ~~Alternatively, when less than six thousand (6,000) square feet of pedestrian circulation space is required, an in-lieu payment may be made for the required space, in whole or in part. The Planning Board shall establish a fee schedule based on the recommendations of the Director of Transportation & Infrastructure in relation to the average cost to acquire and develop land as a civic space.~~
 - (c) ~~When the pedestrian circulation space calculation results in six thousand (6,000) or more square feet of required space, that space must be provided as one or more civic space types. See Section 6.7.9 Civic Space.~~
 - (d) ~~Pedestrian circulation space may be provided according to §6.7.6.D Off Site Compliance.~~
2. Building Placement
- a. Setbacks
 - i. All buildings and structures must be located at or behind any required minimum front, side, or rear setback except as indicated in §6.7.8.A.2.c. Setback Encroachments, excluding preexisting buildings incorporated into development.
 - ii. The facade of a principal building must be built at or in front of any maximum front setback for each story of a building.
 - iii. Buildings and structures are not permitted to encroach upon any easement or the right-of-way of any public thoroughfare unless expressly permitted elsewhere in this ordinance.
 - b. Setback Encroachments
 - i. Building frontages and components may extend beyond a required front setback as indicated for each type.
 - ii. Cornices, belt courses, sills, buttresses and other architectural features may encroach up to two (2) feet.
 - iii. Chimneys and flues may encroach up to four (4) feet, provided that at least two (2) feet is maintained from the vertical plane of any lot line.
 - iv. Building eaves and roof overhangs may encroach up to three (3) feet, provided that at least two (2) feet is maintained from the vertical plane of any lot line.
 - v. Unenclosed fire escapes or emergency egress stairways may encroach up to four (4) feet into a required side or rear setback, provided that at least two (2) feet is maintained from the vertical plane of any lot line.
 - vi. Mechanical equipment associated with residential uses, such as HVAC units and security lighting, may encroach into a required side or rear setback, provided that at least two (2) feet is maintained from the vertical plane of any lot line.
 - vii. Terraces, uncovered and unenclosed patios, and/ or structures below and covered by the ground may fully encroach into a required setback.
 - viii. Minor structures accessory to utilities, such as hydrants, manholes, transformers, and other cabinet structures, may fully encroach into a required setback.
 - ix. Fences and walls, signs, and landscape buffers may encroach as indicated in 6.7.11 Development Standards.
 - c. Parking Setbacks
 - i. Unless otherwise specified, all off-street parking, including surface and structured parking, but excluding underground parking, must be located at or behind any required parking setback.
3. Height and Massing
- a. Facade Orientation
 - i. The facade of a principal building must be built parallel to a front lot line or to the tangent of a curved front lot line.
 - b. Facade Build Out

- i. The facade of a building must be built to a width that is a percentage of the width of a lot, measured at the maximum primary front setback line.
- c. **Building Height**
 - i. Building height is calculated as the total number of stories of a building.
 - (a) To calculate the number of stories, each story above the Average Ground Level of the lot is counted as one (1) story, except that a single ground story of twenty-five (25) feet or more is counted as two (2) stories.
 - (b) Any story, excluding the ground story, with a mezzanine or loft is counted as two (2) stories.
 - (c) Interstitial space between stories is counted as an additional story if the space has a walking surface, permanent lighting, a ceiling height of seven feet six inches (7'6") or more, or is accessed via a stairwell or elevator door.
 - (d) Basements are counted as one (1) story when five (5) feet or more of an exterior wall, excluding the rear wall, is exposed above the average ground level of the lot.
 - (e) Where a lot slopes downward from the facade by more than five (5) feet toward the rear of a building, the basement is not counted as a story.
 - (f) For buildings with frontage on two opposite sides of a block, each story above grade at the frontage with the higher elevation is counted as one (1) story, except that a single ground story of twenty-five (25) feet or more is counted as two (2) stories.
 - d. **Building Height Exceptions**
 - i. Roof decks; mechanical & stairwell penthouses; roof mounted cellular, radio, and Internet transmission equipment; vents or exhausts; solar panels or skylights; flagpoles; belfries, chimneys, cupolas, monuments, parapets, spires, steeples, and other non-habitable architectural features are permitted on roofs.
 - e. **Story Height**
 - i. Story height is measured from the top of the finished floor to the ceiling above.
 - ii. Minimum ground story ceiling height applies to the first thirty (30) feet of any ground story space intended for a commercial tenant, measured inward from the facade, and for at least 50% of each ground story space in total.
 - iii. Upper story ceiling height applies to each upper story in total.
- 4. **Uses and Features**
 - a. **Facade Composition**
 - i. **Fenestration**
 - (a) Facades are required to have windows and doors with highly transparent, low reflectivity glass for a percentage of the total area of a facade, measured for each story independently, as indicated for each Building Type. This requirement may be relaxed for upper stories by Special Permit.
 - 1. In its discretion to approve or deny a Special Permit authorizing the relaxation from the use of highly transparent, low reflectivity glass, the Planning Board shall make the following findings:
 - a) The findings for all Special Permits as specified in Section 5.1 Special Permits.
 - b) That the use of higher reflectivity glass does not cause visual impairment or discomfort due to reflective spot glare in the public realm and/or solar heat buildup in any nearby buildings.
 - c) That the energy efficiency gains provided by higher reflectivity glass could not be obtained through other means.

- (b) Fenestration of a ground story facade is measured between two (2) feet and twelve (12) feet above the Abutting sidewalk.
 - (c) Fenestration of an upper story facade is measured from the top of a finished floor to the top of the finished floor above.
 - (a) Fenestration must be provided as indicated for each building type and is calculated as a percentage of the area of a facade. See Section 6.7.6.C.
 - 1. Ground story fenestration is measured between two (2) feet and twelve (12) feet above the Abutting sidewalk.
 - 2. Upper story fenestration is measured independently for each story, from the top of a finished floor to the top of the finished floor above.
 - (b) Fenestration enclosed with glazing may be included in the calculation if it meets the following criteria:
 - 1. For ground story fenestration, glazing must have a minimum 60% Visible Light Transmittance (VLT) and no more than 15% Visible Light Reflectance (VLR).
 - 2. For upper story fenestration, glazing must have a minimum of 40% VLT and no more than 15% VLR.
 - (c) Fenestration requirements are only applicable to facades (ie. exterior walls not facing a front lot line are exempt).
- ii. Blank Wall Area
 - (a) Blank Wall area is any portion of a facade that does not include fenestration (doors and windows) and surface relief through the use of columns, cornices, moldings, piers, pilasters, sills, sign bands, other equivalent architectural features that either recess or project from the average plane of the facade by at least four (4) inches.
 - (b) Blank Wall area limitations apply both vertically and horizontally for all stories of a building for any facade.
- b. Building Components
 - i. Building components are accessory features that increase the habitable square footage or enhance the usefulness of a building and are permitted as indicated for each Building Type.
- c. Frontage Types
 - i. Building Frontage Types provide a gradual transition and strong interface between the private realm (building interiors) and the public realm (sidewalks, thoroughfares, and civic spaces) and are permitted as indicated for each Building Type.
 - ii. At least one (1) building Frontage Type is required for each principal building.
 - iii. Buildings may include multiple frontage types along their width.
- d. Pedestrian Access
 - i. Principal entrances must located on the facade of a building, provide both ingress and egress, and be operable at all times.
 - (a) Principal entrances for ground floor residential uses may be permitted on exterior walls oriented toward side lot lines by Special Permit.
 - 1. In its discretion to approve or deny a Special Permit authorizing a principal entrance on an exterior wall oriented toward a side lot line, the Planning Board shall consider the following:
 - a) The review considerations for all Special Permits as specified in Section 5.1 Special Permits.
 - b) Privacy of residential uses on neighboring lots.
 - c) Visibility of the entrance(s) from the public right of way and legibility of the means of access for emergency services.
 - ii. Principal entrance spacing is measured as the distance between the centerline of doors along a facade.

- iii. Principal entrance spacing requirements must be met for each building individually, but are not applicable to adjacent buildings.
 - e. Use & Occupancy
 - i. Habitable Space Depth
 - (a) Ground story dwelling units must have a habitable room at least twenty feet in depth, measured as the distance from the facade towards the interior of the building.
 - ii. Commercial Space Depth
 - (a) Ground story spaces intended for a commercial tenant must have a leasable area with the depth indicated for each Building Type on Table 6.7.10 (A). This depth must be provided for at least seventy percent (70%) of the floor area of the space, measured as the distance from the facade towards the interior of a building.
 - (b) Ground story commercial spaces may be designed as a micro retail space by Special Permit.
 - 1. In its discretion to approve or deny a Special Permit authorizing a micro retail space, the Planning Board shall consider the following:
 - d) The review considerations for all Special Permits as specified in Section 5.1 Special Permits;
 - e) The viability of the space to provide for Retail and Arts & Creative Enterprise uses that might otherwise be priced out of the neighborhood.
5. Dimensional Compliance
- a. Development may deviate up to five (~~5~~) percent (5%) from the building width; point tower width, depth, and diagonal; façade build out; fenestration; entrance spacing; and commercial space depth standards identified for each Building type in Section 6.7.10.C by Special Permit.
 - i. In its discretion to permit development to deviate up to five (5) percent, the Planning Board shall consider the following:
 - (a) The review considerations for all Special Permits as specified in Section 5.1 Special Permits;
 - (b) If the proposed deviation can provide a positive refinement of the massing of a building in context to its surroundings, improve floor plate efficiency, provide for unique storefront design, or better accommodate the individual needs of commercial tenants.
- B. Permitted Building Types
- 1. Building Types are permitted according to Table 6.7.10 (A)

Table 6.7.10 (A) – Permitted Building Types

Y = Permitted by Right
N = NOT Permitted

Sub-District	Apartment Building	General Building	Commercial Building	Laboratory Building	Mid-Rise Podium Tower	Lined Parking Garage
Commercial Core	N	Y	Y	Y	N	N
Mid-Rise 4	Y	Y	Y	Y	N	N
Mid-Rise 5	Y	Y	Y	Y	N	N
High Rise	N	Y	Y	Y	Y	Y

C. Specific to Each Building Type

1. Apartment Building – a multi story Building Type limited to residential uses.

	Mid-Rise 4 (MR-4)	Mid-Rise 5 (MR-5)
Lot Standards		
Permeable Surface (min)	10%	10%
Landscape (min)	25%	25%
Pedestrian Circulation Space (min)	15%	15%
Building Setbacks		
Primary & Secondary Front Setback (min/max)	2 ft / 15 ft	2 ft / 15 ft
Side Setback (min)	0 ft	0 ft
Side Setback Abutting RA, RB, or a LHD (min)	5 ft	5 ft
Rear Setback (min)	10 ft	10 ft
Rear Setback Abutting RA or RB (min)	15 ft	15 ft
Parking Setbacks		
Primary Front Setback (min)	30 ft	30 ft
Secondary Front Setback (min)	10 ft (surface) 2 ft (structured)	10 ft (surface) 2 ft (structured)
Building Massing		
Building Width (max)	200 ft	200 ft
Façade Build Out, Primary (min)	80%	80%
Façade Build Out, Secondary (min)	65%	65%
Floor Plate (max)	15,000	20,000
Building Height (min)	2-3 stories	2-3 stories
Building Height (max)	4 stories	5 stories
Ground Story Ceiling Height (min)	14 ft	14 ft
Upper Story Ceiling Height (min)	9 ft	9 ft
Façade Composition		
Ground Story Fenestration (min)	20% min; 50% max	20% min; 50% max
Upper Story Fenestration (min)	20% min; 50% max	20% min; 50% max
Blank Wall (max)	20 ft	20 ft
Frontage Types		
Stoop	Permitted	Permitted
Forecourt	Permitted	Permitted
Lobby Entrance	Permitted	Permitted
Storefront	Not Permitted	Not Permitted
Terrace	Not Permitted	Not Permitted
Lightwell	Permitted	Permitted
Arcade	Not Permitted	Not Permitted
Use & Occupancy		
Entrance Spacing (max)	n/a	n/a
Commercial Space Depth (min)	n/a	n/a

2. General Building – a multi story Building Type with ground floor commercial uses.

	Mid-Rise 4 (MR-4)	Mid-Rise 5 (MR-5)	High Rise (HR)
Lot Standards			
Permeable Surface (min)	10%	10%	-
Landscape (min)	25%	25%	-
Pedestrian Circulation Space (min)	15%	15%	15%
Building Setbacks			
Primary & Secondary Front Setback (min/max)	2 ft / 15 ft	2 ft / 15 ft	2 ft / 15 ft
Side Setback (min)	0 ft	0 ft	0 ft
Side Setback Abutting RA, RB, or a LHD (min)	5 ft	5 ft	5 ft
Rear Setback (min)	10 ft	10 ft	10 ft
Rear Setback Abutting RA or RB (min)	15 ft	15 ft	15 ft
Parking Setbacks			
Primary Front Setback (min)	30 ft	30 ft	30 ft
Secondary Front Setback (min)	10 ft (surface) 2 ft (structured)	10 ft (surface) 2 ft (structured)	10 ft (surface) 30 ft (structured)
Building Massing			
Building Width (max)	200 ft	200 ft	200 ft
Façade Build Out ₁ Primary (min)	80%	80%	80%
Façade Build Out ₂ Secondary (min)	65%	65%	65%
Floor Plate (max)	15,000 sf	20,000 sf	30,000 sf
Building Height (min)	2-3 stories	2-3 stories	4-3 stories
Building Height (max)	4 stories	5 stories	6 stories
Ground Story Ceiling Height (min)	14 ft	14 ft	14 ft
Upper Story Ceiling Height (min)	9 ft	9 ft	9 ft
Façade Composition			
Ground Story Fenestration (min)	70% min	70% min	70% min
Upper Story Fenestration (min)	20% min; 50% max	20% min; 50% max	20% min; 50% max
Blank Wall (max)	20 ft	20 ft	20 ft
Frontage Types			
Stoop	Not Permitted	Not Permitted	Not Permitted
Forecourt	Permitted	Permitted	Permitted
Lobby Entrance	Permitted	Permitted	Permitted
Storefront	Permitted	Permitted	Permitted
Terrace	Permitted	Permitted	Permitted
Lightwell	Not Permitted	Not Permitted	Not Permitted
Arcade	Permitted	Permitted	Permitted
Use & Occupancy			
Entrance Spacing (max)	30 ft	30 ft	30 ft
Commercial Space Depth (min)	30 ft.	30 ft.	30 ft.

3. Commercial Building - A multi-story Building Type limited to commercial uses.

	Commercial Core (CC)	Mid-Rise 4 (MR-4)	Mid-Rise 5 (MR-5)	High Rise (HR)
Lot Standards				
Permeable Surface (min)	-	10%	10%	-
Landscape (min)	-	25%	25%	-
Pedestrian Circulation Space (min)	15%	15%	15%	15%
Building Setbacks				
Primary & Secondary Front Setback (min/max)	2 ft / 15 ft	2 ft / 15 ft	2 ft / 15 ft	2 ft / 15 ft
Side Setback (min)	0 ft	0 ft	0 ft	0 ft
Side Setback Abutting RA, RB, or a LHD (min)	5 ft	5 ft	5 ft	5 ft
Rear Setback (min)	10 ft	10 ft	10 ft	10 ft
Rear Setback Abutting RA or RB (min)	15 ft	15 ft	15 ft	15 ft
Parking Setbacks				
Primary Front Setback (min)	30 ft	30 ft	30 ft	30 ft
Secondary Front Setback (min)	10 ft (surface) 2 ft (structured)	10 ft (surface) 2 ft (structured)	10 ft (surface) 2 ft (structured)	10 ft (surface) 30 ft (structured)
Building Massing				
Building Width (max)	200 ft	200 ft	200 ft	200 ft
Facade Build Out, Primary (min)	80%	80%	80%	80%
Facade Build Out, Secondary (min)	65%	65%	65%	65%
Floor Plate (max)	30,000	15,000	20,000	30,000
Building Height, Primary Frontage (min)	4 stories	2 stories	2 stories	4 stories
Building Height, Secondary Frontage (min)	3 stories	N/A	N/A	N/A
Building Height (max)	Varies by CC District Map Designation	4 stories	5 stories	10 stories
Ground Story Ceiling Height (min)	14 ft	14 ft	14 ft	14 ft
Upper Story Ceiling Height (min)	9 ft	9 ft	9 ft	9 ft
Facade Composition				
Ground Story Fenestration (min)	70% min	70% min	70% min	70% min
Upper Story Fenestration (min)	20% min; 70% max	20% min; 70% max	20% min; 70% max	20% min; 70% max
Blank Wall (min)	20 ft	20 ft	20 ft	20 ft
Frontage Types				
Stoop	Not Permitted	Not Permitted	Not Permitted	Not Permitted
Forecourt	Permitted	Permitted	Permitted	Permitted
Lobby Entrance	Permitted	Permitted	Permitted	Permitted
Storefront	Permitted	Permitted	Permitted	Permitted
Terrace	Permitted	Permitted	Permitted	Permitted
Lightwell	Not Permitted	Not Permitted	Not Permitted	Not Permitted
Arcade	Permitted	Permitted	Permitted	Permitted
Use & Occupancy				
Entrance Spacing (max)	30 ft	30 ft	30 ft	30 ft
Commercial Space Depth (min)	30 ft	30 ft	30 ft	30 ft

4. Lab Building – a multi story Building Type purpose built for laboratory and research & development uses.

	Commercial Core (CC)	High Rise (HR)
Lot Standards		
Pedestrian Circulation Space (min)	15%	15%
Building Setbacks		
Primary & Secondary Front Setback (min/max)	2 ft / 15 ft	2 ft / 15 ft
Side Setback (min)	0 ft	0 ft
Side Setback Abutting RA, RB, or a LHD (min)	5 ft	5 ft
Rear Setback (min)	10 ft	10 ft
Rear Setback Abutting RA or RB (min)	15 ft	15 ft
Parking Setbacks		
Primary Front Setback (min)	30 ft	30 ft
Secondary Front Setback (min)	10 ft (surface) 2 ft (structured)	10 ft (surface) 30 ft (structured)
Building Massing		
Building Width (max)	200 240 ft	200 240 ft
Façade Build Out, Primary (min)	80%	80%
Façade Build Out, Secondary (min)	65%	65%
Floor Plate (max)	35,000	35,000
Building Height (min)	4 3 stories	4 3 stories
Building Height (max) (fronting onto Webster St. or Somerville Ave.)	varies*	9 stories (7 stories)
Ground Story Ceiling Height (min)	14 ft	14 ft
Upper Story Ceiling Height (min)	9 ft	9 ft
Façade Composition		
Ground Story Fenestration (min)	70% min	70% min
Upper Story Fenestration (min)	20% min; 70% max	20% min; 70% max
Blank Wall (min)	20 ft	20 ft
Frontage Types		
Stoop	Not Permitted	Not Permitted
Forecourt	Permitted	Permitted
Lobby Entrance	Permitted	Permitted
Storefront	Permitted	Permitted
Terrace	Permitted	Permitted
Lightwell	Not Permitted	Not Permitted
Arcade	Permitted	Permitted
Use & Occupancy		
Residential Density (max)	n/a	n/a
Entrance Spacing (max)	30 ft	30 ft
Commercial Space Depth (min)	30 ft	30 ft

5. Podium Tower Building – a multi story Building Type composed of a residential point tower above a mid-rise podium building.

	High Rise (HR)
Lot Standards	
Pedestrian Circulation Space (min)	15%
Building Setbacks	
Primary & Secondary Front Setback (min/max)	2 ft / 15 ft
Side Setback (min)	-
Podium (Abutting RA, RB, or a LHD)	0 ft (5 ft)
Tower (Abutting RA, RB, or a LHD)	30 ft (60 ft)
Rear Setback (min)	-
Podium (Abutting RA or RB)	10 ft (15 ft)
Tower (Abutting RA or RB)	30 ft (60 ft)
Parking Setbacks	
Primary Front Setback (min)	30 ft
Secondary Front Setback (min)	-
Surface Parking	10 ft
Structured Parking	30 ft
Building Massing	
Building Width (max)	250 ft
Façade Build Out, Primary (min)	80%
Façade Build Out, Secondary (min)	65%
Floor Plate (max)	-
Podium	35,000
Point Tower	10,000
Building Height (min)	4 3 stories
Building Height (max)	-
Podium	6 stories
Point Tower	20 stories total (14 additional)
Point Tower Dimensions (max)	-
Width/Depth	100 ft
Diagonal	142 ft
Ground Story Ceiling Height (min)	14 ft
Upper Story Ceiling Height (min)	9 ft
Façade Composition	
Ground Story Fenestration (min)	70% min
Upper Story Fenestration (min)	20% min; 50% max
Blank Wall (min)	20 ft
Frontage Types	
Stoop	Not Permitted
Forecourt	Permitted
Lobby Entrance	Permitted
Storefront	Permitted
Terrace	Permitted
Lightwell	Not Permitted
Arcade	Permitted
Use & Occupancy	
Ground Floor Entrance Spacing (max)	30 ft
Commercial Space Depth (min)	30 ft

6. Lined Parking Garage – A multi-story, structured parking facility lined and/or capped by other permitted Building Types. See Table 6.7.8 (A) and the individual tables for each Building Type.

	High Rise (HR)
Lot Standards	
Pedestrian Circulation Space (min)	15%
Building Setbacks	
Primary & Secondary Front Setback (min/mvax)	2 ft / 15 ft
Side Setback (min)	0 ft
Side Setback Abutting RA, RB, or a LHD (min)	5 ft
Rear Setback (min)	10 ft
Rear Setback Abutting RA or RB (min)	15 ft
Parking Setbacks	
Primary Front Setback (min)	30 ft
Secondary Front Setback (min)	10 ft (surface) 30 ft (structured)
Building Massing	
Building Width Dimensions (max)	200 ft x 360 ft (Including Liner Buildings)
Façade Build Out, Primary (min)	80%
Façade Build Out, Secondary (min)	65%
Building Width (max)	200-ft (Including Liner Buildings)
Building Length (max)	360-ft (Including Liner Buildings)
Floor Plate	n/a
Building Height (min)	2-3 stories
Building Height (max)	5 stories (other Building Types may be added above)
Ground Story Ceiling Height (min)	Per Liner Building Type
Upper Story Ceiling Height (min)	Per Liner Building Type
Façade Composition	
Ground Story Fenestration (min)	Per Liner Building Type
Upper Story Fenestration (min)	Per Liner Building Type or 20% min; 50% max
Blank Wall	20 ft
Frontage Types	
Stoop	Not Permitted
Forecourt	Per Liner Building Type
Lobby Entrance	Permitted
Storefront	Per Liner Building Type
Terrace	Per Liner Building Type
Lightwell	Not Permitted
Arcade	Per Liner Building Type
Use & Occupancy	
Ground Floor Entrance Spacing (max)	Per Liner Building Type
Commercial Space Depth (min)	Per Liner Building Type

D. Building Components

1. Dimensional Standards for Each Component Type

- a. Each Building Component type is permitted according to Table 6.7.10 (B).

Table 6.7.10 (B) – Building Component Dimensional Standards

	Awning	Balcony	Bay	Entry Canopy
Width (min)	N/A	5 feet	50% of Façade or Elevation	N/A
Depth	4 feet (min)	5 feet (min)	3 feet (max)	3 feet (min)
Height (min)	N/A	N/A	Same as building	N/A
Area (min)	N/A	50 sf	N/A	N/A
Clearance (min)	8 feet	One (1) Story	N/A	8 feet
Setback from Curb (min)	1.5 feet	N/A	N/A	1.5 feet
Permitted Setback Encroachment (max)	100%	100%	100%	100%
Valance Height (min/max)	6 inches / 12 inches	N/A	N/A	N/A

2. Specific to Each Component Type

a. Awning

- i. An awning is a building component consisting of a wall mounted, pitched covering extending from a building to provide shade and weather protection for pedestrians.
- ii. Awnings must be securely attached to and supported by the building and must fit the windows or doors the awning is attached to.
- iii. An awning must be made of durable, weather-resistant material that is water repellent.
- iv. Internally illuminated or backlit awnings are prohibited.
- v. An awning that projects over the sidewalk of a public thoroughfare requires compliance with all City Ordinances.

b. Balcony

- i. A balcony is a building component consisting of a platform with a railing that provides outdoor Amenity Space.
- ii. Balconies may be recessed, projecting, a combination of the two, or terraced as part of the roof of a portico, porch, or bay.
- iii. A projecting balcony must have a clear height above the ground of at least ten feet.
- iv. A balcony that projects over the sidewalk of a public thoroughfare requires compliance with all City Ordinances.
- v. The balustrade of any balcony oriented toward a front lot line must permit visual supervision of the public realm through the posts and rails.

c. Bay Window

- i. A bay window is a building component consisting of a window assembly extending from the main body of a building to permit increased light, multi-direction views, and articulate a buildings facade.
- ii. Bay windows must have a foundation extend all the way to ground level or be visually supported by brackets or other architectural supports.
- iii. Bay windows projecting over the sidewalk of a public thoroughfare must have two (2) stories of clearance and require compliance with all City Ordinances.

d. Entry Canopy

- i. An Entrance Entry Canopy is a building component that consists of a wall-mounted structure providing shade and weather protection over the entrance of a building.
- ii. Entry canopies must be visually supported by brackets, cables, or rods.
- iii. The width of an Entry Canopy must be equal to or greater than the width of the doorway surround or exterior casing it is mounted over.

- iv. An entry canopy that encroaches into the right-of-way of a public thoroughfare requires compliance with all City Ordinances.

E. Frontage Types

1. Dimensional Standards for Each Frontage Type

- a. Each Frontage type is permitted according to Table 6.7.10 (C).

Table 6.7.10 (C) – Frontage Type Dimensional Standards

	Stoop	Lightwell	Forecourt	Lobby Entrance	Storefront	Terrace	Arcade
Width (min)	4 feet (landing)	N/A	12 feet	N/A	N/A	N/A	N/A
Depth (min)	4 feet (landing)	8 feet	12 feet	N/A	N/A	8 feet	10 feet
Height (min)	N/A	N/A	N/A	N/A	N/A	N/A	1 story
Permitted Setback Encroachment (max)	100%	100%	N/A	N/A	N/A	100%	N/A
Height to Width Ratio (max)	N/A	N/A	2 : 1	N/A	N/A	N/A	N/A
Landscaped Area (min)	N/A	N/A	30%	N/A	N/A	N/A	N/A
Distance between Fenestration (min)	N/A	N/A	N/A	2 feet	2 feet	N/A	N/A
Depth of Recessed Entry (min)	N/A	N/A	N/A	5 feet	5 feet	N/A	N/A
Finish Above Sidewalk (max)	N/A	N/A	N/A	N/A	N/A	4 feet	N/A
Distance between Stairs (max)	N/A	N/A	N/A	N/A	N/A	50 feet	N/A
Fenestration of Basement Level (min)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Residential	N/A	20%	N/A	N/A	N/A	N/A	N/A
Commercial	N/A	50%	N/A	N/A	N/A	N/A	N/A

2. Specific to Each Frontage Type

a. Stoop

- i. A Stoop is a Frontage Type featuring a set of stairs with a landing leading to the principal entrance of a building.
- ii. Paving, excluding driveways, must match the Abutting sidewalk unless paved with pervious, pourous, or permeable materials.
- iii. Stairs may be recessed into the building facade when the building is setback four (4) feet or less.
- iv. Stairs are not permitted to encroach onto any Abutting sidewalk.
- v. Stairs may be built perpendicular or parallel to the building facade, but must lead directly to ground level or an Abutting sidewalk.

b. Lightwell

- i. A Lightwell is a Frontage Type where the ground level is sunken to allow light and sometimes access into basement levels or to accommodate a change in grade at the front of a building.
- ii. The principal entrance to upper stories must be provided at the ground story, rather than the basement.
- iii. An entrance to the basement is permitted on the below grade portion of the facade.
- iv. Below grade spaces are required to have windows and doors with highly transparent, low-reflectivity glass.

- v. Fenestration may be enclosed with glazing that has a minimum 60% Visible Light Transmittance (VLT) and no more than 15% Visible Light Reflectance (VLR) for below grade commercial uses and a minimum of 40% VLT and no more than 15% VLR for below grade residential uses.
- vi. A short fence is required at the front the sunken portion of the lot.
- c. Forecourt
 - i. A Forecourt is a Frontage Type featuring a landscaped semi-public area, open to the sky, formed by a recess in a central portion of a buildings facade.
 - ii. Paving, excluding driveways, must match the Abutting sidewalk unless paved with pervious, pourous, or permeable materials.
 - iii. Forecourts are considered part of the building for the purpose of measuring facade build out.
 - iv. A forecourt must be enclosed by walls on three sides.
 - v. Porches, stoops, porticos, entry canopies, and balconies may encroach into the forecourt.
 - vi. Driveways, parking spaces, passenger drop-offs, garage entrances, loading and service areas, exhaust vents, mechanical equipment, and refuse or recycling storage are not permitted in forecourts.
- d. Lobby Entrance
 - i. A Lobby Entrance is a Frontage Type featuring a sidewalk-grade principal entrance providing access to upper story uses of a building.
 - ii. Lobby entrances must be well defined, clearly visible, and universally accessible from the Abutting sidewalk.
 - iii. When a lobby entrance is setback from the front lot line, the setback area must be paved. ~~to match the Abutting sidewalk.~~
 - iv. ~~Lobby entrances should be made clearly identifiable using a difference in design from the rest of the facade.~~
 - v. ~~Lobby entrances should include weather protection, such as an awning or canopy.~~
- e. Storefront
 - i. A Storefront is a Frontage Type conventional for retail and eating & drinking establishments featuring a sidewalk-grade principal entrance accessing an individual ground story space with substantial display windows for the display of goods, services, and signs.
 - ii. When storefronts are setback from the front lot line, the frontage must be paved to match the Abutting sidewalk.
 - iii. ~~Open ended, operable awnings are encouraged for weather protection.~~
 - iv. ~~Bi-fold glass windows and doors and other storefront systems that open to permit a flow of customers between interior and exterior space are encouraged.~~
- f. Terrace
 - i. A Terrace is a Frontage Type featuring an elevation of the ground level to accommodate a change in grade that provides circulation and access along the front of a building.
 - ii. Terraces must be paved to match the Abutting sidewalk.
 - iii. Frequent steps up to the terrace are required to avoid Blank Wall along the sidewalk and maximize pedestrian access.
- g. Arcade
 - i. An Arcade is a Frontage Type featuring a colonnade supporting habitable space (upper stories) over the recessed ground story of a building.
 - ii. The height and the proportions of an Arcade should correspond to the facade consistent with the architectural style of the building, but must provide a minimum vertical clearance of ten (10) feet and project horizontally from the facade a minimum of ten (10) feet.
 - iii. Arcades may only be combined with Lobby Entrance and Shopfront Frontage Types and columns should correspond with the columns, pilasters, or piers between Lobby Entrances and Storefronts.

- F. Outdoor Amenity Space
1. General
 - a. At least one (1) Outdoor Amenity Space is required for each dwelling unit.
 - b. Outdoor Amenity Spaces may include balconies, patios, roof decks and roof terraces.
 - c. Each outdoor Amenity Space must provide at least twenty-four (24) square feet of seating furniture area.
 - d. Apartment Building, General Building, and Mid-Rise Podium Tower Building Types may provide shared outdoor Amenity Space, provided that the space includes the total seating furniture area required for each unit that the shared space is meant to serve.
- G. Building Design Standards
1. Contextual Design
 - a. Buildings in the Mid-Rise 4 and Mid-Rise 5 district that are greater than one hundred (100) feet in width must be designed to read as two (2) or more buildings with varied architectural design.
 - b. The upper stories of any building in the High-Rise district fronting onto Somerville Avenue, Prospect Street, Washington Street, or Webster Street that exceeds five (5) stories in height must step back at either the 3rd, 4th, or 5th story at least ten (10) feet from the façade of the stories below.
 2. Façades
 - a. All building facades must provide surface relief through the use of balconies, Bay Windows, cladding, columns, corner boards, cornices, door surrounds, moldings, piers, pilasters, sills, sign bands, windows, and other architectural features that either recess or project from the average plane of the facade by at least four (4) inches.
 - b. Vents, exhausts, and other utility features on building facades must be architecturally integrated into the design of the building.
 3. Purpose
 - a. To ensure building facades are divided and articulated into pedestrian-scaled increments.
 - b. To require vertical articulation and modulation of facades that breaks down and visually minimizes the apparent mass of buildings, enhances orientation, and adds visual interest to the public realm.
 - c. To require horizontal articulation of facades that enhances the quality and definition of the public realm, visually anchors buildings to the ground, and relates the building to the pedestrian, at the base, to the immediate context of surrounding buildings, at the middle, and completes the composition of facade, at the top, with visual interest.
 - d. To ensure storefront design that invites interaction, enlivens the pedestrian environment, and provides a secondary, more intimate, source of lighting at night.
 - e. To provide appropriate privacy and level of natural light into buildings, especially residential point towers.
 - f. To ensure that tall buildings do not adversely impact the public realm through shadow, wind or glare.
 - g. To ensure buildings are designed and constructed to be environmentally sustainable.
 4. Facade Design
 - a. Buildings in the Mid-Rise 4 and Mid-Rise 5 District that are greater than one hundred (100) feet in width must be designed to read as a series of smaller buildings with varied architectural design.
 - b. Vents, exhausts, and other utility features on building facades must be architecturally integrated into the design of the building.
 - c. All building facades must provide surface relief through the use of balconies, Bay Windows, cladding, columns, corner boards, cornices, door surrounds, moldings, piers, pilasters, sills, sign bands, windows, and other architectural features that either recess or project from the average plane of the facade by at least four (4) inches.
 - d. All building FACADES must be vertically articulated with Architectural Bays between six (6) feet and fifty (50) feet in width. Architectural Bays should generally align with storefront and lobby frontages of the ground floor of the building.

- e. For Apartment Building, General Building, and Mid-Rise Podium Tower Building Types, facades must be horizontally articulated with a clearly defined base, middle, and top. The following standards apply:
 - i. The bottom one to three stories of a facade must be visually integrated as an appropriately scaled expression of the building's base. The base must be visually differentiated from the stories above by including the following:
 - (a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression; and
 - (b) a change in color, building material, or pattern of FENESTRATION.
 - ii. The central portion of each FACADE must include at least two (2) stories that are visually integrated as an expression of the building's middle.
 - iii. The top one to three stories of each FACADE must be visually integrated as an appropriately scaled expression of the building's top. The top must be visually differentiated from the stories below by
 - (a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression;
 - (b) a change in color, building material, or pattern of FENESTRATION; and
 - (c) a cornice, parapet, roof element, or change in massing to cap the composition.
 - iv. Horizontal articulation may differ for each individual massing element and each façade of a building.
- f. For Commercial Building and Lab Building Types, facades must be horizontally articulated with a clearly defined base that visually supports the upper stories of the building. The following standards apply:
 - i. The bottom one to three stories of each façade must be visually integrated as an appropriately scaled expression of the building's base. The base must be visually differentiated from the stories above by including the following:
 - (a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression; and
 - (b) a change in color, building material, or pattern of FENESTRATION.
 - ii. It is recommended that the top one to three stories of each FACADE be visually integrated as an appropriately scaled expression of the building's top. The top should be visually differentiated from the stories below by
 - (a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression; and
 - (b) a change in color, building material, pattern of FENESTRATION; and
 - (c) a cornice, parapet, roof element, or change in massing to cap the composition.
 - iii. Horizontal articulation may differ for each individual massing element and each façade of a building.
- g. For all Building Types, fenestration must be aligned vertically and horizontally to provide structure to the composition of the facade. The FENESTRATION pattern may differ between each horizontal element (base, middle, and top) of a building.
- h. Compliance with individual provisions of items d, e, f, and g, of this Section 6.7.10.G, may be increased by Special Permit.
 - i. In its discretion to approve or deny a Special Permit to deviate from the compliance with façade design provisions, the Planning Board shall make the following findings:
 - (a) That the findings for all Special Permits specified in Section 5.1 Special Permits have been met; and
 - (b) That the deviation from compliance will create a design that is superior to a design that meets the façade design provisions.
 - (c) That the façade design adds visual interest to the public realm, relates the building to the pedestrian and to the context of surrounding buildings, enlivens the pedestrian environment, does not adversely

impact the public realm, and is constructed to be environmentally sustainable.

5. Storefronts
 - a. Storefronts must be designed to include, at minimum, columns, pilasters, or piers supporting a proportional fascia or frieze and cornice that serves as a sign band.
 - i. Display windows must extend to at least eight (8) feet above the grade of the Abutting sidewalk.
 - ii. A paneled or rendered stallriser at least one (1) foot in height should be included below display windows.
 - iii. The principal entrance of a storefront must be a glass panel door centered between or set to one side of the display windows.
 - b. Storefront entrances may be recessed up to five (5) feet behind the plane of the facade, provided that the recessed area is no wider than fifteen (15) feet per individual entry.
 - c. Where height permits, transom windows should be included above storefront doors and display windows to allow additional natural daylight to penetrate into the interior space.
 - d. When present, awnings and canopies must be mounted between storefront columns, pilasters, or piers; above doorway and window openings; and below the fascia/frieze of a storefront sign band. ~~and transom window bars.~~
 - e. An unobstructed view of the ground story interior space or maintained and lighted merchandise display(s) must be provided for a depth of at least four (4) feet behind the glass of storefront display windows.
 - f. Security grills, gates, and roll-down security doors and windows are prohibited.
 - g. ~~If present, drainage systems must be architecturally integrated into the design of the building facade.~~
6. High-Rise Buildings
 - a. Towers
 - i. The separation distance between all TOWERS must be at least eighty (80) feet, measured from the exterior walls and excluding balconies.
 - ii. The separation distance between TOWERS may be decreased to a minimum of fifty (50) feet by Special Permit through the use of creative architectural solutions such as offset towers/views, non-parallel walls, or tapering/curved tower forms, that increase the actual or perceived tower separation distance, provided that both privacy and natural light are provided and no adverse environmental conditions are created.
 - (a) In its discretion to approve or deny a Special Permit authorizing a decrease in tower separation below the standard eighty (80) foot minimum, the Planning Board shall consider the following:
 1. The review considerations for all Special Permits as specified in Section 5.1 Special Permits;
 2. Shadow impacts cast on adjacent sites and on-site uses;
 3. View corridors from windows of new and existing towers;
 4. The effectiveness of architectural techniques to increase the actual or perceived tower separation distance.
 - iii. ~~Environmental Performance~~
 - (a) ~~Shadows cast by high-rise buildings may not substantially, adversely limit ground-level access to sunlight on sidewalks and civic and recreation spaces.~~
 - (b) ~~Pedestrian level wind velocities may not exceed acceptable levels for various activities existing or proposed at particular locations.~~
 - (c) ~~Buildings may not cause visual impairment or discomfort due to reflective spot glare and/or solar heat buildup in any nearby buildings.~~
7. Environmental Performance
 - a. The Planning Board shall establish standards for Design & Site Plan Approval applications to demonstrate the following:

- i. That shadows cast by high-rise buildings do not substantially and adversely limit ground level access to sunlight on sidewalks and Civic Spaces.
 - ii. That pedestrian level wind velocities do not exceed acceptable levels for various activities existing or proposed at particular locations.
 - iii. That buildings do not cause visual impairment or discomfort due to reflective spot glare in the public realm or solar heat buildup in any nearby buildings.
 - 8. Green Buildings
 - a. New construction or alterations between 25,000 and 50,000 SF of gross floor area must be LEED Silver certifiable.
 - b. New construction or alterations greater than 50,000 SF of gross floor area must be LEED Gold certifiable.
 - c. Development subject to the E.4.a and E.4.b (above) must meet the standards of the most current LEED building rating system. During the twelve (12) month time period after the adoption of a new version of LEED, applications may be submitted demonstrating compliance to the immediately previous or newly adopted version of the LEED building rating system.
- H. Architectural Design Guidelines
 - 1. In the absence of official Union Square Architectural Design Guidelines adopted by the Planning Board, the following shall inform the Design Review process required for all development within the USOD.
 - a. Vertical & Horizontal Articulation
 - i. Building facades should be vertically articulated with Architectural Bays to visually break down and minimize the apparent mass of buildings, shorten the perception of distance/length, provide structure to the composition and disposition of fenestration, enhance pedestrian orientation, and add visual interest to the public realm.
 - ii. Architectural bays should be derived, in general, from the building's structural bay spacing.
 - iii. Architectural bays should have buttresses, pilasters, columns, or piers that extend either all the way to the ground or to the cornice and sideband of ground level storefronts.
 - iv. Architectural bays should align, in general, with individual or groups of storefront and lobby entrance frontages of the ground story of a building.
 - v. Building facades should be horizontally articulated with a clearly defined base, middle, and top. Visual differentiation between the base, middle, and top should be achieved using a cornice, band, or other architectural features(s) that visually indicates a horizontal line of expression and creates surface relief, depth, and shadow.
 - vi. In most circumstances, the vertical buttresses, pilasters, columns, or piers of Architectural Bays should always project further and be uninterrupted by any horizontal elements of a façade, excluding the cornice, band, or other architectural feature(s) used to differentiate the base, middle, and top of a building from one another.
 - b. Fenestration
 - i. Changes in fenestration patterns should be used to help differentiate the base, middle, and top of buildings.
 - ii. Within the base, middle, and top of a building, Fenestration should align vertically within each architectural bay and horizontally across each story of a building.
 - iii. Upper stories should have a window to wall area proportion that is lower than that of the ground floor.
 - iv. Windows should be punched into walls and glass should be inset from exterior wall surfaces.
 - v. Series of windows set side by side to form a continuous horizontal band across a facade (aka 'ribbon windows') should be avoided.

- vi. Solid wall materials should be used to frame groups of windows to reduce the perceived scale of a building.
- c. Materials
 - i. The palette of wall materials and colors used for a building should be kept to a minimum, preferably three. Similar wall materials as found on adjacent or nearby buildings should be used to strengthen district character and provide continuity and unity between buildings of divergent size, scale, and architectural styles.
 - ii. Acceptable wall materials include architectural concrete or precast concrete panels, natural or cast stone, curtain wall and heavy gage metal panel, and brick. Value added materials such as natural or cast stone, concrete, glazed or unglazed architectural terracotta, and brick should be used as wall materials where pedestrians closely encounter and interact with buildings.
 - iii. Exterior Insulation and Finish Systems (EIFS) should never be used for the base of a building.
 - iv. Horizontal or vertical board siding and shingles, whether wood, metal, plastic (vinyl), masonry, or composite materials, should only be used for smaller scale apartment buildings.
 - v. Two or more wall materials should be combined only one above the other. Wall materials appearing heavier in weight should be used below wall materials appearing lighter in weight.
 - vi. Building wall materials that are lighter in color, tint, or shade should be used for the lower floors of a building, with materials darker in color, tint, or shade used above.
 - vii. If a building's massing and pattern of fenestration is complex, simple or flat wall materials should be used; if a building's massing and pattern of fenestration is simple, walls should include additional texture and surface relief.
 - viii. Side and rear building elevations that are visible from the public realm should have a level of trim and finish that is compatible with the façade of the building.
 - ix. Balconies should have either metal railing or glass guardrail systems.
- d. Storefronts
 - i. The design of storefronts should invite interaction, enliven the pedestrian environment, and provide a secondary, more intimate source of lighting at night.
 - ii. Monotonous and repetitive storefront and sign designs and types should be avoided.
 - iii. Where a pedestrian street intersects with a side street, commercial spaces should wrap the corner and include at least one storefront bay on the side street.
 - iv. Awnings are encouraged for each storefront to provide weather protection for pedestrians and storefront display areas. Awnings should be open-ended, and operable.
 - v. Bi-fold glass windows and doors and other storefront systems that open to permit a flow of customers between interior and exterior space are encouraged.
- e. Entrances
 - i. Principal entrances should be optimally located, well defined, clearly visible, and universally accessible from the adjacent sidewalk.
 - ii. Each ground floor use should have an individual entrance with direct access onto a sidewalk.
 - iii. Storefront doors should not obstruct pedestrians walking past or alongside a building.
 - iv. Lobby entrances required for upper story uses should be limited in width (frontage) and separate from the entrance for any ground floor uses.
 - v. Features such as a double-height ceiling, distinctive doorway, decorative lighting, recessed façade, or a change in paving material within the setback

area should be used to make lobbies for upper story commercial uses distinctive while preserving floor space for other ground floor uses.

- f. Details
 - i. Exterior lighting (building, storefront, and landscape) should be integrated into the design of the building, create a sense of safety, and encourage pedestrian activity at night through layers of light that contribute to the nighttime experience.
 - ii. Exterior lighting should relate to pedestrians and accentuate major architectural or landscape features, but should be shielded to reduce glare and eliminate light being cast into the night sky.
 - iii. The upper portions of buildings, especially high-rise buildings, should provide visual interest and a variety in detail and texture to the skyline.
 - iv. Mechanical and utility equipment should be integrated into the architectural design of the building or screened from public view. Penthouses should be integrated with the buildings architecture, and not appear as foreign structures unrelated to the building they serve.
 - v. Ventilation intakes/exhausts should be located to minimize adverse effects on pedestrian comfort along the sidewalk and within outdoor spaces.
 - vi. Buildings at terminated vistas should be articulated with design features that function as focal points to create memorable views that add to the character and enhance the aesthetics of the neighborhood.
 - vii. Architectural details, ornamentation, and articulations should be used with building fenestration to create a harmonious composition that is consistent throughout the building, so that the building appears as a unified whole and not as a collection of unrelated parts that adds to the impression of bulk.

6.7.11 Use Provisions

- A. General
 - 1. The use of real property is regulated according to Table 6.7.9.1 Principal Uses and Table 6.7.9.2. Accessory Uses.
- B. Protected Uses
 - 1. Nothing contained in this Section shall be construed to restrict the use of land or structures for religious or educational activities per M.G.L. Chapter 40A, Section 3.
- C. Use Categorization System
 - 1. Use Categories
 - a. Principal land uses are grouped into the following use categories for organizational purposes:
 - i. Arts & Creative Enterprise
 - ii. Civic & Institutional
 - iii. Commercial Services
 - iv. Eating & Drinking Establishments
 - v. Industrial
 - vi. Lodging
 - vii. Office
 - viii. Residential
 - ix. Retail
 - x. Urban Agriculture
 - b. Accessory land uses are grouped into the following use categories for organizational purposes:
 - i. Home Occupations
 - ii. Lodging
 - iii. Urban Agriculture
 - iv. Vehicular Parking
 - 2. Use Subcategories
 - a. Within each principal use category, "subcategories" are identified to provide a systematic basis for grouping individual land uses together with other, similar land

uses based on common functional, product, or physical characteristics. Characteristics include the type and amount of activity, the manner of tenancy, the conduct of customers, how goods or services are sold or delivered, and likely impact on surrounding properties.

D. Category Designation

1. The Building Official shall classify individual land uses on the basis of the use category definitions of §6.7.11.F Principal Use Categories and §6.7.11.G Accessory Use Categories.
2. A use classified into one category cannot also be classified in a different use category.
3. If a use is not listed, but is similar in nature and impact to a permitted use category of §6.7.11.F Principal Use Categories and §6.7.11.G Accessory Use Categories, the Building Official shall interpret the use as permitted.
4. If a use is not listed and cannot be interpreted as similar in nature and impact to a permitted use category of §6.7.11.F Principal Use Categories and §6.7.11.G Accessory Use Categories, the use is prohibited.

E. Use Tables

1. Use categories are identified in the first column of the use table and zoning sub-districts are identified by name in the top row of the table.
2. Permitted Uses (Y): Uses identified with a "Y" are permitted by-right in the zoning district indicated upon the granting of a zoning permit certifying when conforming to all applicable provisions of this Ordinance.
3. Special Permit Uses (SP): Uses identified with an "SP" are permitted in the zoning district indicated if granted a Special Permit. Uses permitted by special permit must comply with any applicable use-specific standards in addition to all other applicable provisions of this Ordinance.
4. Prohibited Uses (N): Uses identified with an "N" are prohibited.
5. Use categories not expressly listed on the use table are prohibited.

Table 6.7.9.1 Principal Uses by Sub-District

Y = Permitted by Right
 SP = by Special Permit
 N = NOT Permitted

Use Category	Commercial Core	Mid-Rise 4	Mid-Rise 5	High Rise
Arts & Creative Enterprise	Y	Y	Y	Y
Civic & Institutional	Y	Y	Y	Y
Commercial Services	Y	Y	Y	Y
Eating & Drinking Establishments	Y	SP Y	SP Y	Y
Lodging	Y	N	N	N
Office	Y	Y	Y	Y
Residential	N	SP	SP	SP
Retail	Y	Y	Y	Y
Urban Agriculture	Y	Y	Y	Y

Table 6.7.9.2 Accessory Uses by Sub-District

Y = Permitted by Right
 SP = by Special Permit
 N = NOT Permitted

Accessory Use Category	Commercial Core	Mid-Rise 4	Mid-Rise 5	High Rise
Home Occupation	N	Y	Y	Y
Lodging	N	Y	Y	Y
Office	Y	N	N	Y
Urban Agriculture	Y	Y	Y	Y
Vehicular Parking	N	Y	Y	N

F. Special Permits

1. In its discretion to approve or deny a Special Permit authorizing an Eating & Drinking Establishment principal use, the Planning Board shall consider the following:

- a. The review considerations for all Special Permits as specified in Section 5.1 Special Permits
 - b. Compatibility with the level of activity associated with the surrounding properties.
 - c. Noise impact and mitigation including an operational plan to limit loitering on the site.
 - d. Location of designated outdoor smoking areas.
 - e. Location of trash and recycling storage and the procedure for pickup.
2. In its discretion to approve or deny a Special Permit authorizing a Residential principal use, the Planning Board shall consider the following:
- a. The review considerations for all Special Permits as specified in Section 5.1 Special Permits.
 - b. Compliance with the approved Coordinated Development Plan Special Permit and the phasing of development.
 - c. A demonstrated need for residential to catalyze development, transportation services, or existing commercial activities in the neighborhood.
- G. Use Restrictions
1. Large Floorplate Uses
- a. Unless otherwise specified, any single ground floor Commercial Service or Retail use greater than ten thousand (10,000) leasable square feet requires a Special Permit.
 - i. In its discretion to approve or deny a special permit authorizing a consumer service or retail sales use over ten thousand (10,000) square feet in gross floor area, the ~~review board~~ Planning Board shall consider the following:
 - (a) The review considerations for all Special Permits as specified in Section 5.1 Special Permits.
 - (b) Location and design of the principal entrance, loading areas, and service (trash & recycling) areas.
 - (c) The potential desirability of setting back the larger floor plate use along the façade by smaller commercial spaces for Retail or Commercial Service uses.
 - (d) The design of the storefront and care taken to properly address the public realm in support of an active street life.
2. Drive-up and drive-through uses are prohibited.
- H. Principal Use Categories
1. Arts & Creative Enterprise
- The arts & creative enterprise principal use category includes sole-proprietors, nonprofit organizations, and commercial businesses involved directly or indirectly creation, production, manufacture, distribution, publishing, rehearsal, broadcast, selling, or teaching of the visual arts, performing arts, applied literature, heritage, media, music, information technology, communications or digital content & applications; or the invention, design, prototyping, fabrication, assembly, and packaging of parts for further assembly or consumer goods for sale. The arts & creative enterprise subcategories are:
- a. Artisan Production
 - b. Arts Exhibition
 - c. Arts Sales & Service
 - d. Arts Instruction
 - e. Artist Live/Work Space
 - f. Artist Studio Space
 - g. Design Services
 - h. Shared Centers/Incubators & Arts Education
2. Civic & Institutional
- The civic & institutional principal use category includes public, quasi-public, and private uses that provide unique services that are of benefit to the public as a whole. The civic and institutional principal use subcategories are:
- a. Community Center
 - b. Educational Facility
 - c. Library
 - d. Minor Utility Facility

- e. Museum
 - f. Private, Non-Profit Club or Lodge
 - g. Religious Assembly
3. Commercial Services
- The commercial services principal use category includes uses and activities that provide various services, entertainment, or recreation to individuals, groups, or businesses. Drive-up and drive-through service is prohibited. The commercial services principal use subcategories are:
- a. Animal Services
 - b. Assembly & Entertainment
 - c. Banking & Financial Services
 - d. Broadcast & Recording Studio
 - e. Building & Home Repair Services
 - f. Business Support Services
 - g. Car-Share Parking
 - h. Caterer/Wholesale Food Production
 - i. Day Care Service
 - j. Maintenance & Repair of Consumer Goods
 - k. Gym or Health Club
 - l. Funeral Home
 - m. Health Care Provider
 - n. Recreation Facility
 - o. Vehicular Parking
4. Eating & Drinking Establishments
- The eating & drinking principal use category includes uses that prepare or serve food or beverages for on- or off-site sale and/or consumption. The eating & drinking establishments category does not include the sale of alcohol for off-site consumption. Drive-up and drive-through service is prohibited. Outdoor cafe seating with table-service or self-service may be provided according to Section 6.7.10.C. Outdoor Cafe Seating. The eating & drinking establishment principal use subcategories are:
- a. Bar or Tavern
 - b. Restaurant/Café/Bakery
5. Lodging
- The lodging principal use category includes uses characterized by visitor-serving facilities that provide temporary lodging in guest rooms or guest units, for compensation. Ancillary facilities for the exclusive use by guests including pools, limited storage, restaurants, bars, meeting rooms, and offices are permitted. The lodging principal use subcategories include:
- a. Bed & Breakfast
 - b. Hotel or Hostel
6. Office
- The office principal use category includes uses and activities that perform administrative, professional, or clerical operations. The office principal use subcategories are:
- a. Shared Workspaces (to include Co-Working, Incubator, Accelerators, etc.)
 - b. General Office
 - c. Research & Development/Laboratory
7. Residential
- The residential principal use category includes uses that provide living accommodations for one or more persons in a principal Building Type. The residential principal use subcategories are:
- a. Household Living
 - b. Group Living
8. Retail
- The retail principal use category includes activities involving the sale, lease, or rental of new or used goods to the ultimate consumer. The retail principal use subcategories are:
- a. Building/Home Supplies & Equipment
 - b. Consumer Goods

- c. Fresh Food Market/Grocery Store
 - 9. Urban Agriculture

The urban agriculture principal use category includes a range of food growing practices including farming and the keeping of chickens and/or bees, but not other types of livestock. Urban agriculture uses that are accessory to residential uses on the same lot are regulated by §6.7.10.H.3. Urban Agriculture (Accessory Use Category). The urban agriculture principal use subcategories are:

 - a. Commercial Farming
 - b. Community Farming
 - c. Community Gardening
- I. Accessory Use Categories
 - 1. Home Occupations

The home occupations accessory use category includes limited business activities carried out incidental to a household living principal use. Home occupations include, but are not limited to, the office of an architect, attorney, engineer, instructor, realtor, sales representative, software developer, teacher and their substantial equivalents that do not involve persons regularly visiting the property for business purposes, but instead primarily involves the operator visiting clients off-site. The following uses are not considered a home occupation: auto or appliance repair, contractor's shop or storage, barber shop, beauty parlors, commercial stables or kennels, medical or dental office, body art, massage, or acupuncture. The home occupation accessory use subcategories include:

 - a. Creative Studio
 - b. Family Day Care
 - c. Home-Based Business
 - d. Home Office
 - 2. Lodging

The lodging accessory use category includes any provision of temporary lodging to visitors for compensation. The lodging accessory use subcategories are:

 - a. Tourist Home
 - 3. Office

The office use category includes uses and activities that perform administrative, professional, or clerical operations. The office accessory use subcategories are:

 - a. Animal Housing for Research & Development/Laboratory
 - b. Animal Research Facilities for Research & Development/Laboratory
 - 4. Urban Agriculture

The urban agriculture principal use category includes a range of food growing practices including farming and the keeping of chickens and/or bees, but not other types of livestock. The urban agriculture accessory use subcategories are:

 - a. Apiculture
 - b. Aviculture
 - c. Commercial Farming
 - d. Residential Gardening
 - 5. Vehicular Parking

The vehicular parking accessory use category includes any storage, for a limited period of time, of operable motor vehicles. The vehicular parking accessory use subcategories are:

 - a. Accessory Parking
 - b. Car-Share Parking

J. Use Tables

- 1. Use categories, subcategories, and/or specific uses are identified in the first column of the use table and zoning sub-districts are identified by name in the top row of the table.
- 2. Permitted Uses (Y): Uses identified with a "Y" are permitted by right in the zoning district indicated upon the granting of a zoning permit certifying when conforming to all applicable provisions of this Ordinance.
- 3. Special Permit Uses (SP): Uses identified with an "SP" are permitted in the zoning district indicated if granted a Special Permit. Uses permitted by special permit must comply with any

applicable use-specific standards in addition to all other applicable provisions of this Ordinance.

4. ~~Prohibited Uses (N): Uses identified with an "N" are prohibited.~~
5. ~~Use categories not expressly listed on the use table are prohibited.~~

6.7.12 Development Standards

A. Screening

1. Loading Facilities

- a. Outdoor loading facilities, including all docks and areas used for the storage and staging of materials must be screened from view by a wall or fully closed fence between six (6) and twelve (12) feet in height, as necessary to sufficiently screen delivery vehicles, and finished to contribute to the overall improvement of the public realm.
- b. Loading areas facilities that are fully integrated into a building must be screened with a solid opaque, self-closing door or gate finished to coordinate with the materials and design of the screening wall or fence.
- c. Bay Loading facility doors are only permitted to be open during loading and unloading activities.

2. Service Areas

- a. Trash collection, trash compaction, recycling collection and other similar service areas must be fully enclosed by a wall or fully closed fence at least six (6) feet in height with self-closing access doors and finished to match the materials and design of the principal building.
- b. Service areas that are fully integrated into a building must be screened with an opaque, self-closing door or gate finished to coordinate with the materials and design of the screening wall or fence.

3. Mechanical Equipment

a. Roof-Mounted

- i. Mechanical equipment and elevator/stairwell penthouses must be screened from ground level view from Abutting properties, public thoroughfares (not including ~~excluding~~ an Alley), and civic spaces by a parapet wall or other screening structure.
- ii. Roof-mounted sustainable energy systems are exempt.

b. Wall-Mounted

- i. Mechanical equipment may not be located on any facade.
- ii. Mechanical equipment on any surface that is visible from a public thoroughfare (excluding an Alley) or civic space must be screened by landscaping or an opaque screen constructed of the same materials as the principal building.

c. Ground-Mounted

- i. Mechanical equipment that is visible from a public thoroughfare (excluding an Alley) or civic space must be screened by landscaping or a wall finished to contribute to the overall improvement of the public realm.
- ii. Screening must be of a height equal to or greater than the height of the mechanical equipment being screened.

B. Signs

1. General Standards

a. Address Signs

- i. A sign, individual numerals or letters, or a nonelectrical nameplate identifying the property address is required for all real property as follows:
 - (a) Each ground story non-residential use must identify the street address either on the principal entrance door or above or beside the principal entrance of the use.
 - (b) All residential Building Types must identify the street address either on the principal entrance door, above or beside the principal entrance, or on a mailbox.

- ii. Address signs must be made easily visible through the use of colors or materials that contrast with the background material they are attached to and must be conspicuously located to provide visibility from the thoroughfare that the building faces.
 - iii. Address signs must be twelve (12) inches in height or less and may include the name of the occupant.
- b. Exempt Signs
- i. The following signs are exempt from regulation under this Section:
 - (a) A public notice or informational sign required by federal, state, or local law, regulation, or ordinance and any special event, directional, or other sign erected by a government agency or public utility in the performance of public duty;
 - (b) Names of buildings, dates of erection, commemorative tablets and the like when carved into stone, made of cast metal, or other permanent type of material;
 - (c) Credit card, trading stamp, or trade association signs not exceeding one-half (0.5) square feet each and not exceeding ten per establishment;
 - (d) A clock, thermometer, barbershop pole or similar device not part of a permanent sign;
 - (e) The flag of any nation, state, or City if displayed in a manner conforming to the Flag Code (4 USC §5 (2011) et seq.);
 - (f) Historic building identification;
 - (g) Holiday signs and/or decorations, yard sale & garage sale signs;
 - (h) Elections signs; and
 - (i) Any sculpture, statue, relief, mosaic, or mural that is a work of art or otherwise decorative and does not include a commercial message or symbol.
- c. Prohibited Signs
- i. The following signs are prohibited:
 - (a) Any sign that flashes, moves, blinks, rotates, simulates motion, features electronic sign copy, or has illumination that changes intensity over time;
 - (b) Signs that emit audible sounds, odors, or visible matter;
 - (c) Signs attached to nature or landscape elements, including trees, rocks, and fences;
 - (d) The tacking, posting or otherwise affixing of signs to the exterior walls of buildings and structures;
 - (e) Signs that interfere with free passage from or obstructs any fire escape, downspout, window, door, stairways, ladder, or opening intended as a means of ingress or egress or to provide light or air;
 - (f) Billboards or signs advertising goods or services not provided on the premises;
 - (g) Any sign and/or sign structure that obstructs the view of, is confusing with, or imitates official traffic sign, signal, or device;
 - (h) Inflatable signs, such as balloons and other gas inflated objects;
 - (i) Sign structures that no longer contain signs;
 - (j) Signs mounted to motor-vehicles that are not in operation, including motor-vehicles painted or skinned to function as a sign; and
 - (k) Outdoor advertising signs that are not compliant with M.G.L. Chapter 93, Section 29-33.
- d. Temporary Signs
- i. Unless otherwise specified, temporary signs are permitted for a maximum of thirty (30) total days and do not require a zoning permit, but are subject to the following standards:

- (a) Banner: A temporary sign that is printed or displayed upon flexible material with or without frames, that identifies a new business or advertises a special sale, event, or activity.
 - 1. One (1) banner sign no greater than forty (40) square feet is permitted per lot frontage.
 - 2. Banners must be secured to a building facade along all four sides at all times.
- (b) Construction Sign: A temporary sign intended to provide information about current construction on a site and the parties involved in the project.
 - 1. One (1) construction sign no greater than thirty-two (32) square feet per side is permitted per development site.
 - 2. A construction sign may be erected only after issuance of a building permit, and must be removed within two (2) days of issuance of a certificate of occupancy.
- (c) Real Estate Sign:
 - 1. One (1) real estate sign no greater than twelve (12) square feet is permitted per lot frontage.
 - 2. A real estate sign that advertises property for lease or sale may be posted only for the duration the property is offered for lease or sale, and must be removed within seven days of lease or closing.
- e. Sign Maintenance
 - i. All signs, including nonconforming signs, together with any supports, braces, anchors, and other supporting hardware, must be maintained in good condition. Any damage to or deterioration of a sign must be repaired within 30 days of receipt of notice from the Building Official.
 - ii. When an existing sign is removed, replaced, or repaired, all supports, braces, anchors, and other supporting hardware that is not longer required must be removed, and any surfaces baring evidence of attachment must be repaired.
- f. Sign Removal
 - i. Signs must be removed within 30 days of a user vacating a property.
- g. Sign Illumination
 - i. Conforming signs may be illuminated according to the following:
 - (a) General
 - 1. Illuminated signs indicating if a business is open must be turned off except during the hours of operation.
 - (b) External Illumination
 - 1. An externally illuminated sign is characterized by the use of artificial light reflected off the surface of a sign.
 - 2. External light sources must be shielded so that they illuminate only the face of the sign and do not shine directly onto a public right-of-way or onto Abutting properties.
 - 3. Light fixtures that project from the facade of a building for externally illuminated signs are exempt from setback requirements, but should be simple and unobtrusive in design and not obscure the sign content.
 - (c) Internal Illumination
 - 1. An internally illuminated sign is characterized by the use of artificial light projecting through or from behind the surface of a sign.
 - 2. Channel letters may be internally lit or back-lit.
 - 3. Blade signs may be internally lit if the background is opaque or of a darker color than the message of the sign and the lettering is no more than 50% of the surface area of the sign
 - 4. Exposed neon is only permitted for wall or windows signs.
 - (d) Raceways

1. If a raceway is necessary, it cannot extend in width or height beyond the area of the sign.
 2. A raceway must be finished to match the background wall or canopy or integrated into the overall design of the sign.
2. Sign Types
 - a. Permitting
 - i. Signs are permitted according to Table 6.7.10 (A)

Table 6.7.10 (B) Permitted Signs by Sub-District

Y = Permitted by Right
 SP = by Special Permit
 N = NOT Permitted

Use Category	Commercial Core	Mid-Rise 4	Mid-Rise 5	High Rise
Blade Sign	Y	Y	Y	Y
Wall Sign	Y	Y	Y	Y
Awning/Canopy Sign	Y	Y	Y	Y
Suspended Sign	Y	Y	Y	Y
Sidewalk Sign	Y	Y	Y	Y
Window Sign	Y	Y	Y	Y
Display Case	Y	Y	Y	Y
Vertical Blade/Banner Sign	SP	SP	SP	SP
Wall Mural	Y	Y	Y	Y
Roof Sign	SP	N	N	SP

- b. Special Permits
 - i. In its discretion to approve or deny a Special Permit for a Vertical Blade/Banner Sign or Roof Sign, the Planning Board shall consider the following:
 - (a) Design of the sign as an effective means of communication.
 - (b) Compatibility with the visual character of the surrounding area.
 - (c) Appropriate sizing for the location.
 - (d) The potential for adverse effects on nearby properties and pedestrian and traffic safety.
- c. Dimensional Standards for Each Sign Type
 - i. Each Sign Type must be designed according to Table 6.7.10 (B).

Table 6.7.10 (B) Sign Dimensional Standards

	Blade Sign	Wall Sign	Awning/Canopy Sign	Sidewalk Sign	Window Sign	Display Case	Vertical Blade/Banner Sign	Wall Mural	Roof/Skyline Sign
Size									
Area (max)	6 sf / side	40 sf	50% of valance; 25% of Awning slope	6 sf / side	20% of window glass	6 sf	N/A	1000 sf	250 sf
Width (max)	4 feet	N/A	N/A	2 feet	5 feet	3 feet	4 feet	50 feet	75% of façade width
Height (min/max)	- / 3 feet	- / 4 feet	N/A	3 feet	3 feet	3 feet	10 feet	50 feet	15 ft
Thickness (max)	6 inches	N/A	N/A	N/A	N/A	N/A	10 inches	N/A	N/A
Lettering									
Width (max)	N/A	75% of sign width	N/A	N/A	N/A	N/A	75% of sign width	N/A	N/A
Height (max)	N/A	75% of sign width	8 inches on valance;	N/A	18 inches	N/A	N/A	N/A	N/A

	Blade Sign	Wall Sign	Awning/ Canopy Sign	Sidewalk Sign	Window Sign	Display Case	Vertical Blade/ Banner Sign	Wall Mural	Roof/ Skyline Sign
			18 inches on Awning slope; 12 inches if projecting upward from canopy						
Projection from Façade (max)	N/A	6 inches	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Faceway Height (max)	N/A	50% of letter height	N/A	N/A	N/A	N/A	N/A	N/A	50% of letter height
Location									
Height Above Sidewalk	8 feet (min)	N/A	N/A	N/A	5 feet (min)	4 feet (min)	1 Story (min)	1 Story (min)	N/A
Projection from Facade	5 feet	N/A	N/A	N/A	N/A	N/A	6 feet	N/A	N/A

d. Specific to Each Sign Type

i. Blade Sign

- (a) A Blade Sign is small, two-sided sign that is attached to and projecting perpendicularly from the facade of a building that identifies a commercial establishment and viewed by pedestrians on the same side of the street.
- (b) One (1) blade sign is permitted per ground floor tenant space.
- (c) Blade signs are prohibited for upper story businesses.
- (d) A blade sign must be located within ten (10) feet of the principal entrance for the business it identifies.
- (e) A blade sign, including any support hardware, must be mounted below the sills of the second story windows of multi-story buildings or below the roofline, parapet wall, or cornice of a single-story building.
- (f) Any supports, braces, anchors, and other supporting hardware must be integral to the design of the sign.
- (g) Information type is limited to business name and logo. Additional information is prohibited.

ii. Wall Sign

- (a) A wall sign is a sign that is attached flat or mounted parallel to the facade of a building that identifies a commercial establishment and viewed by pedestrians on the opposite side of street.
- (b) One (1) wall sign is permitted per ground story tenant space and are only permitted for ground story businesses.
- (c) Internal illumination is prohibited.
- (d) Wall signs are prohibited from covering windows or architectural details.
- (e) No portion of a wall sign is permitted to extend above the roofline or parapet wall of a flat roofed building.
- (f) No portion of a wall sign is permitted to extend above the cornice or expression line of the base of a building.
- (g) Information type is limited to business name and logo. Additional information is prohibited.

iii. Awning/Canopy Sign

- (a) An Awning or canopy is a sign that is painted, screen-printed, sewn, or adhered onto the surface of an Awning or attached above, below, or to

- the face of an entry canopy that identifies a commercial establishment and viewed by pedestrians on the opposite side of street.
- (b) Signs are not permitted on Awnings or canopies that do not conform to the provisions of §6.7.10.C Building Components.
 - (c) Signage located on the sloping portion of an Awning is only permitted for storefronts where the typical area for a wall sign is missing.
 - (d) Signage is prohibited on upper story Awnings and on the side of Awnings with closed ends.
 - (e) Information type is limited to business name, logo, and address. Additional information is prohibited.
- iv. Sidewalk Sign
- (a) A Sidewalk sign is a portable, two-sided sign that is placed on the sidewalk to identify a commercial establishment or advertise daily specials or sales and viewed at close range by pedestrians on the same side of the street.
 - (b) One (1) sidewalk sign is permitted per ground floor tenant.
 - (c) A sidewalk sign must be located within eight (8) feet of the principal entrance for the business it identifies.
 - (d) Sidewalk signs may be placed outdoors on site or on a public sidewalk during business hours and must be removed when the business is closed.
 - (e) Sidewalk signs displayed on a public sidewalk are prohibited from encroaching into the walkway of the sidewalk or interfering with pedestrian travel in any way.
 - (f) A sidewalk sign must be vertically oriented, with a height greater than its width and made of wood, metal, or slate (chalkboard).
 - (g) A sidewalk sign is not permitted to be illuminated or contain any electronic components.
 - (h) A sidewalk sign may not be placed outdoors when high winds, heavy rain, or heavy snow conditions are present. The Department Public Works may remove a sidewalk sign during snow removal operations, and is not liable for damage to a sidewalk sign caused by snow removal operations.
- v. Window Sign
- (a) A window sign consists of individual letters, numerals, or a logo applied directly to the inside of a window or door to identify a commercial establishment and viewed at close range by pedestrians.
 - (b) One (1) window sign is permitted per window.
 - (c) Window signs must be applied directly to inside of the window glass, at or above eye level, and have a transparent background.
 - (d) Information type is limited to business name, logo, hours of operations, and product types. Additional information is prohibited.
- vi. Display Case
- (a) A display case is a wall mounted, lockable, framed cabinet with a transparent window to display a changeable menu or list of event show times and is viewed at close range by pedestrians.
 - (b) One (1) display case is permitted per tenant.
 - (c) Display cases must be attached to the facade or wall of a recessed storefront entrance.
 - (d) Display cases may be internally or externally illuminated.
- vii. Vertical Blade/Banner Sign
- (a) A vertical blade/banner sign is a tall, narrow, two-sided sign that is attached to and projecting perpendicularly from the facade of a building that identifies a commercial establishment and is viewed by pedestrians and motorists from a distance.

- (b) One (1) vertical blade/banner sign is permitted for each Architectural Bay of a building, up to four (4) vertical blade/banner signs in total.
 - (c) No portion of the sign may project above the roofline of the facade to which it is attached.
 - (d) Information type is limited to business name and logo. Additional information is prohibited.
- viii. Wall Mural
- (a) A wall mural is a sign that is directly painted on to the exterior wall of a building or screen printed, sewn, or adhered onto a canvas-like material that is mounted flush with the facade of a building that identifies a commercial establishment and is viewed by pedestrians and motorists from a distance.
 - (b) One (1) wall mural is permitted per façade.
 - (c) Lettering or logos must be limited to no more than twenty percent (20%) of the surface area of the wall mural.
 - (d) Only external illumination is permitted.
- ix. Roof Sign
- (a) A roof sign is a sign erected on the roof or mounted to the uppermost horizontal architectural band of a building to identify the name of the building or primary tenant, is viewed by pedestrians and motorists from a distance, and serves as an icon for the building.
 - (b) Roof/skyline signs are only permitted on high-rise buildings.
 - (c) No portion of a roof/skyline sign is permitted to extend below the start of highest story of a building or above the roofline, parapet wall, or cornice of the top portion of a facade and is prohibited from covering windows or architectural details.
 - (d) Only internal illumination is permitted.
 - (e) Information type is limited to building or primary tenant name. Additional information is prohibited.
- C. Outdoor Café Seating
1. General
 - a. Outdoor cafe seating is permitted as an Ancillary activity of any Eating & Drinking Establishment.
 - b. The operator of the outdoor cafe seating is responsible for the proper maintenance of the cafe area at all times, including proper disposal of all trash generated.
 2. Applicability:
 - a. This section is applicable to all outdoor cafe seating located in a frontage or on a public sidewalk.
 3. Café Area Dimensions
 - a. Outdoor cafe seating areas must be between six (6) feet and fifteen (15) feet in depth from the facade the building.
 - b. A minimum four (4) foot wide clear path of access must be maintained to the principal entrance.
 - c. Outdoor cafe seating must be located Adjacent to and may not extend beyond the establishment it serves.
 - d. Outdoor cafe seating areas must comply with applicable sidewalk standards of Section 6.7.8 Urban Design Standards.
 4. Furniture
 - a. Furnishings may only consist of moveable tables, moveable chairs, moveable umbrellas, required enclosures, and portable or mounted heaters.
 - b. All furnishing must be commercial grade and manufactured for outdoor use of safe, sturdy, and durable materials, such as dense wood, steel, or wrought iron.
 - c. When not intended for use during the winter months, outdoor cafe furnishings must be removed and stored indoors.
 - d. Tables and chairs for each establishment must match in material and style.
 - e. Tables larger than three (3) feet six (6) inches in width or diameter are not permitted.

- f. Standing or stooled table ledges, if provided, must be eighteen (18) inches in depth.
 - g. Heaters are encouraged to extend the use of outdoor cafe seating during colder weather. The following standards apply:
 - i. Heating fixtures require approval by the Fire Department
 - ii. Heaters may be freestanding or mounted to the underside of an Awning.
 - iii. Portable heaters must be stored indoors when the business is closed.
 - h. Host stands should complement the chairs and tables in material and style.
5. Weather Protection
- a. Awnings or individual table umbrellas are encouraged to provide protection from the weather.
 - i. Awnings must be secured to a storefront or other exterior wall of a building.
 - ii. Awnings and umbrellas should be canvas or other non-vinyl material.
 - iii. Awnings and umbrellas should provide shade for at least fifty percent (50%) of the outdoor cafe seating when provided.
 - b. Vertical wind breaks may be provided on each end of the cafe area, provided that the wind break is attached to and fits completely under an Awning.
 - c. Any necessary frames or supports for Awnings or windbreaks are permitted.
6. Enclosures
- a. The perimeter of outdoor cafe seating areas must be defined and enclosed on all sides by any combination of metal fencing, bollards and chain, or planters.
 - b. Metal Fencing
 - i. Fencing must be thirty-six (36) inches or less in height.
 - ii. The maximum gap permitted between fence segments is four (4) inches.
 - c. Bollards & Chain
 - i. Metal or wooden bollards must be thirty-six (36) inches or less in height.
 - ii. Bollards may be linked with rope or chain that hangs no less than thirty (30) inches from the ground at its lowest point.
 - d. Planter Boxes
 - i. Planters or planter enclosures must be between eighteen (18) inches and twenty-four (24) inches in height.
 - ii. The combined height of planters and live plants must not exceed four (4) feet from sidewalk grade.
 - iii. Healthy, living plants are required.
 - iv. Planters and flower boxes must be made of safe, durable materials manufactured for outdoor use.

6.7.13 Parking & Loading

- A. Motor Vehicle Parking
 - 1. Purpose
 - a. To ensure that off-street motor vehicle parking is provided in a manner consistent with the adopted MASTER PLAN of the City of Somerville, the UNION SQUARE NEIGHBORHOOD PLAN, existing policy plans and standards established by the City.
 - b. To ensure off-street motor vehicle parking in the Commercial Core and High-Rise districts is established as a shared resource from which other buildings and uses draw upon.
 - c. To permit accessory parking for residents and employees in the Mid-Rise districts in support of small businesses and housing intended for families.
 - d. To primarily utilize on-street parking for retail and commercial service uses.
 - e. To establish parking policies that support transit oriented development and a walkable, human-scaled urban environment.
 - f. To encourage the use of public transportation, bicycling, and walking in lieu of motor vehicle use when a choice of travel mode exists.
 - g. To un-bundle the cost of off-street parking from the cost of housing, so that housing in Somerville is more affordable.
 - h. To minimize the impact of sidewalk interruptions and conflict points on the walkability of the public realm.

2. Parking Maximum
 - a. The maximum number of off-street parking spaces serving development within the USOD may not exceed one thousand five hundred (1,500) spaces.
 - i. The maximum number of parking spaces may be exceeded with the payment of a fee. The Planning Board shall establish a fee schedule based on the recommendations of the Director of Transportation & Infrastructure in relation to the estimated cost to build structured parking and the cost of offsetting the various impacts of providing parking that exceeds anticipated demand.
3. Mid-Rise Districts
 - a. No minimum off-street motor vehicle parking is required, but development may voluntarily elect to provide off-street motor vehicle parking as an Accessory use according to market demand, except as follows:
 - i. Off-street motor vehicle parking for customers of retail or eating & drinking establishment uses is prohibited, but may be provided for employees.
 - b. Off-street parking may be provided as surface, structured, or underground parking.
 - c. Off-street motor vehicle parking spaces must be rented or leased as an option rather than a requirement of the rental, lease, or purchase of a dwelling unit or non-residential floor space.
4. Commercial Core and High-Rise Districts
 - a. No minimum off-street motor vehicle parking is required, but development may voluntarily elect to provide off-street motor vehicle parking as a Vehicular Parking Commercial Service principal use according to market demand, except as follows:
 - i. Off-street motor vehicle parking for customers of retail or eating & drinking establishment uses is prohibited, but may be provided for employees.
 - b. Off-street motor vehicle parking spaces may be provided in an underground facility, a Lined Parking Garage, or structure attached to a Mid-Rise Podium Tower building type. Off-street motor vehicle parking spaces may be provided as a surface parking lot on a revolving two (2) year basis by Special Permit.
 - i. In its discretion to approve or deny an interim surface parking lot, the Planning Board shall consider the following:
 - (a) The review considerations for all Special Permits as specified in Section 5.1 Special Permits;
 - (b) Documented un-met demand for parking;
 - (c) The development schedule and phasing for development subject to a Coordinated Development Plan;
 - (d) The capacity of the local thoroughfare network providing access to the site; and
 - (e) The impact of the parking lot impact on pedestrian, bicycle, and motor vehicle traffic and circulation patterns in the neighborhood.
 - c. Off-street motor vehicle parking spaces must be made available for rent or lease to the public, twenty-four (24) hours per day, seven (7) days per week.
 - d. Off-street motor vehicle parking spaces must be rented or leased as an option rather than a requirement of the rental, lease, or purchase of a dwelling unit or non-residential floor space.
 - e. Off-street motor vehicle parking spaces may be rented or leased through various offerings including, but not limited to, monthly passes, overnight passes, daily rates (weekday and weekend), or hourly fees at the discretion of the facility operator, except as follows:
 - i. Up to three hundred (300) off-street motor vehicle parking spaces may be provided as "reserved" parking for the exclusive use by a specific motor vehicle(s) and unoccupied when not in use by that specific motor vehicle(s).
 - (a) The maximum number of "reserved" spaces may be exceeded with the payment of a fee. The Planning Board shall establish and annually update a fee schedule based on the recommendations of the Director of Transportation & Infrastructure in relation to the estimated cost to build

- structured parking and the cost of offsetting the impact of unshared parking.
 - (b) Reserved spaces must be subject to a price premium that reflects the under-utilization of that space as a shared resource that is no less than two hundred percent (200%) of the demonstrated market rate for a parking space reserved for a similar time period within a reasonable market radius.
 - (c) Car-share parking spaces are exempt.
 - 5. Adjustments
 - a. The maximum number of off-street parking spaces serving development within the USOD (§6.7.13.1) and the maximum number of "reserved" spaces for the exclusive use by a specific motor vehicle(s) beyond the hours when that motor vehicle(s) is parked in said space(s) (§6.7.13.3.b.i) may be increased by Special Permit.
 - i. In its discretion to approve or deny a Special Permit authorizing an increase in the maximum number of off-street parking spaces serving development within the USOD or the maximum number of "reserved" spaces for the exclusive use by a specific motor vehicle(s) beyond the hours when that motor vehicle(s) is parked in said space(s) the Planning Board shall ~~may~~ approve the Special Permit application only upon finding the following:
 - (a) That the findings for all Special Permits specified in Section 5.1 Special Permits have been met; and
 - (b) That the amount of commercial floor space included in a an approved Coordinated Development Plan Special Permit has resulted in an increase in the estimated parking demand necessary for the full build out of the project.
 - 6. Annual Reporting
 - a. Parking facility operators must submit an annual report to validate continued compliance with the provisions of this Section. The Planning Board shall establish standards for monitoring and annual reporting based on the recommendations of the Director of Transportation & Infrastructure.
- B. Standard for All Off-Street Motor Vehicle Parking
1. Additional Standards
 - a. All curb cuts, driveways, parking spaces, and parking lots must comply with the applicable provisions of Chapter 11, Article II, Sec. 11-33 Driveway Construction of The Code of Ordinances, City of Somerville, Massachusetts.
 2. Setbacks
 - a. All off-street parking, including surface and structured parking, but excluding underground parking, must be located at or behind the required parking setback as indicated for each Building Type.
 3. Access
 - a. All off-street parking must have direct access to a public thoroughfare from an Alley, driveway, maneuvering aisle, or permanent access easement.
 - b. If an Alley is provided, all off-street parking must be accessed from the Alley.
 4. Design Standards
 - a. See §9.9 Driveways, Access & Lighting Requirements, §9.10 Landscape & Screening, §9.11 Dimensions of Parking Space and Maneuvering Aisles, and §9.12 Dimensions of Loading Bays of this Ordinance.
 5. Structured Parking
 - a. Access
 - i. Off street motor vehicle parking in an underground facility, a Lined Parking Garage, or structure attached to a Mid-Rise Podium Tower building type must have a separate lobby from the lobby providing access to other principal uses. The lobbies may provide access to each other through and internal door, so long as the lobby dedicated to the off-street parking provides pedestrian access directly to a sidewalk or publically accessible walkway.

- b. Design & Construction
 - i. Emissions from any structured parking facility shall not violate any state or federal ambient air quality standards.
 - ii. Unless setback by space designed for occupancy by non-parking uses, the facade of any story of a building occupied by motor vehicle parking must be designed as follows:
 - (a) Fenestration and facade openings must be vertically and horizontally aligned and all floors fronting on the facade must be level (not inclined).
 - (b) The facade must include windows of transparent or translucent, but non-reflective, glass or openings designed to appear as windows for between twenty percent (20%) and fifty percent (50%) of the wall area of each floor.
 - (c) Windows must be backlit during evening hours and internal light sources must be concealed from view from public sidewalks.
 - (d) The facade area masking the floors occupied by motor vehicle parking must be seamlessly integrated into the architectural design of the building's facade.
- 6. Curb Cuts
 - a. One (1) curb cut is permitted per front lot line.
 - b. Curb cuts must be located to minimize conflict with pedestrians, bicyclists, and motor vehicles on the thoroughfare they provide access to and from.
 - c. Curb cuts may be no wider than the driveway or vehicular entrance they serve, excluding flares or returned curbs.
- 7. Driveways
 - a. Driveways and vehicular entrances to off-street parking must be between eighteen (18) and twenty-four (24) feet in width at the frontage.
- 8. Driveway and Alley Crossings
 - a. Driveway crossings traversing sidewalks with paved furnishing zones must be designed to maintain the grade and clear width of the walkway they cross and must include sloped flares on either side of the driveway apron.
 - b. Driveway crossings traversing sidewalks with continuously planted furnishing zones must be designed to maintain the grade and clear width of the walkway they cross and must include returned curbs.
 - c. The appearance of any walkway (ie. scoring pattern or special paving) must be maintained across any driveway or Alley to indicate that, although a vehicle may cross, the area traversed by a vehicle remains part of the sidewalk.
- C. Bicycle Parking
 - 1. Purpose
 - a. To encourage and support the use of bicycles as a viable transportation option throughout the city and promote the use of bicycles at a rate that will help to achieve the mode share goals of the MASTER PLAN of the City of Somerville.
 - b. To provide long-term bicycle parking intended for residents or employees that provides security and protection from the weather.
 - c. To provide short-term bicycle parking intended for customers of a business or visitors to a residence that provides a convenient and readily accessible place to park bicycles.
 - d. To establish design standards so that bicycles can be securely locked without undue inconvenience and be reasonably safeguarded from intentional or accidental damage when parked.
 - 2. Required Spaces
 - a. The minimum number of bicycle parking spaces required for each principal use category is specified on Table 6.7.12.

Table 6.7.12 Required Bicycle Parking

SF – Gross Leasable Square Footage

DU – Dwelling Unit

Use Category	Short-Term (min)	Long-Term (min)
Arts & Creative Enterprise	1.0 / 10,000 sf	1.0 / 3,000 sf
Civic & Institutional	1.0 / 3,000 sf	1.0 / 7,500 sf
Commercial Services	1.0 / 2,500 sf	1.0 / 10,000 sf
Eating & Drinking Establishments	1.0 / 1,000 sf	1.0 / 5,000 sf
Lodging	1.0 / 20 rooms	1.0 / 10 rooms
Office (R&D/Lab)	1.0 / 20,000 sf	1.0 / 3,000 sf (1.0 / 5,000 sf)
Residential	0.1 / DU	1.0 / DU
Retail	1.0 / 2,500 sf	1.0 / 10,000 sf

- b. When there is more than one principal use of real property, the required bicycle parking is the sum of the required parking for the individual uses.
 - c. There is no individual bicycle parking requirement for accessory uses. However, if the required number of bicycle parking spaces on Table 6.7.12 is based on square footage, the net floor area of any accessory use(s) on a lot is added to the gross leasable floor area of the principal use to determine the required number of spaces.
 - d. Provided bicycle parking may include the actual spaces located within the lot and/or along the corresponding lot frontage when bicycle parking is installed within the furnishing zone of the sidewalk of an Abutting public thoroughfare according to the following:
 - i. Bike racks may be installed within the furnishing zone of a sidewalk of an Abutting public thoroughfare.
 - ii. In lieu of a separate bike rack, a hoop may be affixed to a parking meter, with approval from the Director of Traffic and Parking.
 - e. The number of bicycle parking spaces, not the number of bicycle parking fixtures, is used to determine compliance; i.e. a bicycle rack designed for parking two bicycles is counted as two bicycle parking spaces.
 - f. Existing bicycle parking must be maintained for the building, structure, or use which it was designed to serve, so long as the building, structure, or use exists and the parking is required by this Ordinance.
 - g. Bicycle parking must be maintained exclusively for the parking of bicycles and not for the storage of other objects.
 - h. Bicycle parking must be available for use at all times when the associated principal use is in operation, except when access may be restricted for necessary maintenance from time to time.
3. Short-Term Bicycle Parking
- a. Short-Term Bicycle Parking may be provided in any combination of bicycle racks and/or bicycle lockers.
 - b. Racks that are double height or require hanging of a bicycle are prohibited for Short-Term Bicycle Parking.
 - c. Short-Term Bicycle Parking must be provided outside of a principal building and within fifty (50) feet of the principal entrance of the use served by the parking.
 - d. Short-Term Bicycle Parking must be at the same grade as the Abutting sidewalk or at a location that can be reached by an accessible route from the sidewalk that is a minimum of five (5) feet wide, with no steps and a six percent (6%) slope or less.
 - e. Bike racks may be installed within the furnishing zone of a sidewalk of an Abutting public thoroughfare provided that an encroachment permit is granted by the Board of Aldermen. A rack may also consist of a hoop affixed to a parking meter, with approval from the Director of Traffic and Parking.
 - f. Any required Short-Term Bicycle Parking provided in a structure or under cover must be:
 - i. Provided at ground level;
 - ii. Provided free of charge;
 - iii. Clearly marked as bicycle parking;

- iv. Separated from vehicle parking by a physical barrier to minimize the possibility of parked bicycles being hit by a vehicle; and
 - v. Co-located in relative proximity to the nearest vehicular parking spaces.
- 4. Long-Term Bicycle Parking
 - a. Long-Term Bicycle Parking may be provided through any combination of racks or lockers.
 - b. Long-Term Bicycle Parking must be provided in a well-lit, secure location within the same building as the use the parking is intended to serve or within an accessory structure located within two-hundred (200) feet of the principal entrance of the building.
 - c. To provide security, Long-Term Bicycle Parking must either be:
 - i. In a locked room;
 - ii. In an area that is enclosed by a fence with a locked gate. The fence must be either 8 feet high, or be floor-to-ceiling;
 - iii. Within view of an attendant or security guard;
 - iv. In an area that is monitored by a security camera; or
 - v. In an area that is visible from employee work areas.
 - d. All required Long-Term Bicycle Parking spaces must be designed to provide continuous shelter from the elements.
 - e. Long-Term Bicycle Parking serving multiple uses may be combined into a single area or accessory structure.
 - f. Where Long-Term Bicycle Parking is located Adjacent to motor vehicle parking or loading facilities, a physical barrier must be provided to prevent potential damage to bicycles by other vehicles.
 - g. When twenty (20) or more Long-Term Bicycle Parking spaces are provided, a minimum of five percent (5%) of the spaces must be three (3) feet by eight (8) feet in size to accommodate tandem bicycles or bicycles with trailers.
 - h. No more than twenty-five (25%) of Long-Term Bicycle Parking space may be provided as racks that require bicycles to be hung or lifted off the ground or floor.
- 5. Standards for All Bicycle Parking
 - a. General
 - i. All bicycle parking must be designed and constructed in accordance the provisions of this section and with the City of Somerville's Bicycle Parking Guide. Additionally, the latest version of the Association of Pedestrian and Bicycle Professionals Bicycle Parking Guidelines may be referenced for guidance.
 - ii. Bicycle parking must be provided at no cost or fee to customers, visitors, employees, tenants, and residents.
 - b. Size & Layout
 - i. Each bicycle parking space must be two (2) feet by six (6) feet in size or the minimum required by the manufacturer of a bicycle rack or locker, whichever is more.
 - c. Access
 - i. Areas designed for bicycle parking spaces must have a hard, stabilized surface.
 - ii. Bicycle parking spaces must have at least one (1) access aisle at least five (5) feet wide to allow room for maneuvering. This access aisle must be kept free from obstructions.
 - iii. Bicycle parking spaces must be accessible without moving another bicycle or lifting or carrying a bicycle over any steps or stairs.
 - iv. Outdoor access routes must be appropriately lighted to allow for safe nighttime use.
 - d. Weather Protection
 - i. When provided, weather protection must be permanent, designed to protect bicycles from rainfall, and provide no less than seven (7) feet of clearance above ground level.
 - e. Bicycle Racks

- i. All bike racks must:
 - (a) Be a fixed-in-place stand that is securely anchored to the ground;
 - (b) Provide support to the bicycle frame, allowing it to stand upright without the use of a kick-stand, and prevent the bicycle from falling over;
 - (c) Be configured to provide two points of contact to allow locking of the frame and at least one wheel with a user-provided locking device;
 - (d) Be constructed of materials that resist cutting, rusting, bending, or deformation; and
 - (e) Be arranged in rows (with bicycles parked side-by-side) or in alignment (with bicycles parked end-to-end).
 - f. Bicycle Lockers
 - i. All bicycle lockers must:
 - (a) Be securely anchored to the ground;
 - (b) Be configured to provide support to the bicycle, allowing it to stand upright without the use of a kick-stand, and
 - (c) Be secured by means of a lockable door or, alternatively, configured internally to allow locking of the frame and at least one wheel with a user-provided locking device;
 - g. Signage
 - i. If required bicycle parking is not visible from the street or principal entrance(s), a sign must be posted at the principal entrance(s) indicating the location of the parking. The D4-3 sign from the Manual on Uniform Traffic Control Devices (MUTCD) is recommended.
 - 6. Alternative Compliance
 - a. The provisions of §6.7.13.C Bicycle Parking may be modified by Special Permit to accommodate alternative technologies and methods for providing bicycle parking.
 - i. In its discretion to approve or deny a Special Permit to modify the provisions of §6.7.13.C Bicycle Parking, the Planning Board shall consider the following:
 - (a) The review considerations for all Special Permits as specified in Section 5.1 Special Permits.
 - (b) The ability of alternative technologies and methods of bicycle parking to provide equal or greater benefits to bicycle users.
- D. Service Access
- 1. Loading Facilities
 - a. General
 - i. Buildings providing space for uses that regularly receive or distribute large quantities of goods must provide loading facilities as required by the Director of Traffic and Parking. Loading facilities must be of sufficient quantity to adequately serve the intended use(s).
 - ii. The Director of Traffic and Parking may authorize the use of an Alley for loading activities in lieu of requiring a separate on-site loading facility.
 - iii. Loading and unloading activities are not permitted within a public thoroughfare except in a loading zone during permitted hours designated by the Director of Traffic and Parking.
 - b. Design & Construction
 - i. Loading facilities, including all docks and areas used for the storing and staging of materials being transported to or from the site, must be fully enclosed within a building or located to the side or rear of buildings and screened from view from any public thoroughfare (excluding Alleys) or civic space according to §6.7.12.A Screening.
 - ii. Common loading facilities may be shared by two or more buildings or multiple uses within the same building with the approval of the Director of Traffic and Parking.
 - c. Neighborhood Compatibility
 - i. Loading and unloading activities may not encroach on or interfere with the use of sidewalks, drive aisles, or parking areas, or public thoroughfares.

- ii. Maneuvering aisles and driveways may serve both required parking and loading bays if they meet the design needs of each activity. Loading facilities requiring vehicles to back in from a public thoroughfare are permitted.
 - iii. Loading and unloading activities for lots Abutting the NR or UR districts are limited to the hours of the day between 7:00 a.m. and 10:00 p.m. All loading docks on these lots must be signed to indicate, "no idling".
2. Service Areas
- a. General
 - i. 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 and be effectively screened from view from any public thoroughfare (excluding Alleys), civic space, or Abutting properties in the NR or UR zoning districts according to §6.7.12.A Screening.

6.7.14 Mobility Management

- A. Purpose
 - 1. To improve transportation options available to travelers, promote the use of efficient travel modes, and reduce the need to travel.
 - 2. To decrease vehicular air pollutant emissions, conserve energy resources, and reduce ambient noise levels by reducing vehicular trips, total vehicle miles traveled, and traffic congestion within the city.
 - 3. To reduce automobile dependence and the associated costs of owning, operating, and maintaining a motor vehicle.
 - 4. To decrease costs associated with the construction, repair, maintenance, and improvement of city thoroughfares and parking facilities.
 - 5. To decrease the cost of traffic enforcement and promote traffic safety.
 - 6. To reduce the demand for parking facilities and increase the capacity and efficiency of existing transportation infrastructure.
 - 7. To support a fiscal return on federal, state, and local financial investment made in public transportation infrastructure by increasing ridership of public transportation services.
 - 8. To incorporate transportation planning considerations into development review.
 - 9. To encourage the establishment of Mobility Management Associations (MMA's) within the city.
- B. Applicability
 - 1. This section is applicable to the following:
 - a. all non-residential development greater than fifty thousand (50,000) gross square feet in total floor area;
 - b. all non-residential uses, including the City of Somerville, that have a permanent place of business within the city and fifty (50) or more employees or students;
 - c. all multi-tenant buildings with non-residential uses that in combination have over fifty (50) employees or students in total;
 - d. all residential development of more than twenty (20) dwelling units;
 - e. any Vehicular Parking Commercial Services use;
 - f. any alteration, expansion, reconstruction, extension, or structural change to an existing parking facility that causes an increase in the number of parking spaces;
 - g. the change in use of a parking facility from accessory vehicular parking to non-accessory vehicular parking.
- C. Voluntary Participation
 - 1. Uses and property owners not subject to the provisions of this Section are encouraged to implement mobility management programs and services voluntarily.
- D. Mobility Management Plan
 - 1. Prior to the approval of any design & site plan or special permit and prior to the issuance of any building permit, certificate of occupancy, business license, or other permit, a mobility management plan demonstrating compliance to the provisions of this section must be approved by the Director of Transportation & Infrastructure.

2. Mobility management plans must be developed to minimize the amount of parking demand associated with development, reduce single-occupant vehicle trips, and meet the policy plans and standards established by the City.
 3. Mobility management plans must identify existing site based parking and travel conditions, proposed mobility management programs & services, implementation schedule, and targets and benchmarks for performance review. The Planning Board shall establish standards for the submittal of Mobility Management Plans based on the recommendations of the Director of Transportation & Infrastructure.
 4. The mobility management plan should be consistent with and contribute to the achievement of the comprehensive master plan of the City of Somerville in accordance with the purpose of this section.
- E. Annual Reporting
1. Property owners and employers must submit an annual report to validate continued compliance with the provisions of this section. The Planning Board shall establish standards for monitoring and annual reporting based on the recommendations of the Director of Transportation & Infrastructure.
 2. A statistically valid survey of employees and/or residents is required to ascertain the level of success of implemented programs, services, incentives, and other measures in accordance with the purpose of this section. The costs associated with any survey shall be borne by the business or property owner.
- F. Mobility Management Associations
1. Mobility Management Associations are organizations formed to help individual uses and property owners collectively implement and administer the programs and/ or services required by this Section.
 2. A representative from an approved Mobility Management Association may jointly represent uses and/or property owners subject to the provisions of this Section in place of a required on-site transportation coordinator.
- G. Required Programs & Services
1. The following programs and/or services are required for all non-residential uses:
 - a. Annual Mobility Education Meeting
 - b. Distributed Information
 - c. Guaranteed Ride Home Program
 - d. On-Site Transportation Coordinator
 - e. Posted Information
 - f. Preferential Parking Locations for Carpool/Vanpool
 - g. Qualified Transportation Fringe Benefits
 - h. Unbundled Parking
 2. The following programs and/or services are required for all residential uses:
 - a. Distributed Information
 - b. Posted Information
 - c. Unbundled Parking
 3. The following programs and/or services are required for Vehicular Parking Commercial Service uses:
 - a. Posted Information
- H. Standards for Programs & Services
1. Transportation management plans may include, but are not limited to, any or all of the following:
 - a. Financial Incentives
 - i. Car-Sharing/Bike-Sharing Memberships: Full or partial employer-funded monthly membership for local car-sharing and/or bike-sharing services.
 - ii. Parking Cash-Out Program: An employer-funded cash payment made available to employees who choose not to use a parking space in an employer subsidized parking lot or facility.
 - b. Shared Vehicle Services
 - i. Bikes at Work: Bicycles available on-site during the workday for employee business and personal use.

- ii. Bike Share Station: Bike sharing vehicles available on-site for public use.
- iii. Car Share Vehicle(s): On-site parking spaces provided at no cost for car-sharing vehicles.
- iv. Fleet Vehicle(s): Company fleet vehicle(s) available on-site during the workday for employees that carpool, vanpool, bike, walk, or take transit.
 - (a) Guaranteed Ride Home Program: An employer subsidized ride home for employees that carpool, vanpool, bike, walk, or take transit.
 - 1. Transportation must be provided to an employee for:
 - i. Emergency situations of the employee or a family member;
 - ii. Illness of the employee or a family member;
 - iii. Unscheduled overtime; and
 - iv. Bicycle damage.
 - 2. Availability of service may be restricted to no less than four (4) times per calendar year.
 - (b) Ride Matching Services: A no cost service to help employees interested in carpooling locate other interested carpoolers with similar schedules, routes, and destinations.
 - (c) Shuttle Services: Smaller buses or vans providing transportation for employees between places of work and/or transit stations.
 - (d) Visitor Commute Support: Full or partially funded daily transit passes or daily memberships for local car-sharing and/or bike-sharing services.
- c. Alternative Schedules
 - i. Flexible Work Hours: Compressed workweeks, flexible work hours, and/or staggered work shifts.
 - ii. Teleworking: Policies to permit and encourage employees to work from home or off-site.
- d. Marketing & Education
 - i. Bike Commuting Training: Classes (education and hands-on training) to encourage employee bike commuting offered on-site or through a 3rd party provider.
 - ii. Distributed Information: Printed materials issued annually to all tenants and employees, and to new employees and/or tenants at the time of hire or occupancy, providing the following information:
 - (a) Current maps identifying station locations, routes, and schedules for public transit serving the site;
 - (b) Bicycle route and facility information, including regional/local bicycle maps;
 - (c) A listing of facilities available for carpoolers, vanpoolers, bicyclists, transit riders and pedestrians at the site.
 - iii. On-Site Transportation Coordinator: a person with the responsibility to implement and administer the programs and/or services of an approved Mobility Management Plan and serve as a point of contact to the City of Somerville.
 - iv. Posted Information: A bulletin board, display case, or kiosk located in a building lobby, common area, and/or other conspicuous location displaying the following information:
 - (a) Current maps identifying station locations, routes, and schedules for public transit serving the site;
 - (b) Bicycle route and facility information, including regional/local bicycle maps;
 - (c) A listing of facilities available for carpoolers, vanpoolers, bicyclists, transit riders and pedestrians at the site.
 - v. Transportation Signage: Wayfinding providing directions to and clearly identifying transportation facilities such as transit stations, bus stops, bicycle parking, carpool spaces, etc.
- e. Parking Management

- i. Charging for Employee Parking: Elimination of existing subsidies for off-site employee parking and/or charging for on-site employee parking.
 - ii. Demand-Responsive Pricing: Adjustable hourly rates charged for employee or customer parking to manage parking availability.
 - iii. Parking Lease Adjustments: Rental of parking spaces on a monthly rather than yearly basis.
 - iv. Preferential Parking for Carpool/Vanpool: Parking spaces located in a preferential location and reserved for registered carpool and vanpool vehicles.
 - v. Shared Parking: Parking spaces shared by two (2) or more uses when the peak needs of each use occur at different times.
 - vi. Unbundled Parking: Parking spaces rented, leased, or sold as an option rather than a requirement of the rental, lease, or purchase of a dwelling unit or non-residential floor space.
 - f. On-Site Services
 - i. Bicycle Repair Station: On-site bike repair station or room available for residents or employees.
 - ii. Child Care: The caring for and supervision of children available on site for employees.
 - iii. Concierge Services: an employee of an ~~Ancillary, hotel or office building~~ a building or use providing services to residents or employees.
 - iv. On-Site Transit Pass Sales: Retail sales of public transportation passes.
 - 2. Programs and services not listed may be proposed as part of any mobility management plan.
- I. Enforcement
- 1. In accordance with §3.1.8 Violations and Penalties, each employee or resident shall be considered a separate offense for development not in compliance with the provisions of this Section 6.7.14 Mobility Management.

5

#	Current Text	Proposed Text	Reasoning
1	<p>5.9 COORDINATED DEVELOPMENT SPECIAL PERMIT</p> <p>5.9.1 Purpose</p> <p>A. A Coordinated Development Special Permit allows for the discretionary review of a plan coordinating the development of multiple lots, the potential off-site compliance of requirements authorized elsewhere in this Ordinance, and the regulatory & permitting decisions as development proceeds across the various lots.</p>	<p>5.9 COORDINATED DEVELOPMENT SPECIAL PERMIT</p> <p>5.9.1 Purpose</p> <p>A. A Coordinated Development Special Permit allows for the discretionary review of a plan coordinating the development of multiple lots, the potential off-site compliance of requirements authorized elsewhere in this Ordinance, and the subsequent regulatory & permitting decisions as <u>multi-phased</u> development proceeds across the various lots.</p>	Clarification
2	<p>5.9.2 Applicability</p> <p>A. Approval of a Coordinated Development Plan authorizes the Building Official to accept applications for subsequent development review required by this Ordinance.</p>	<p>5.9.3 Applicability</p> <p>C. Approval of a Coordinated Development Plan <u>Special Permit</u> authorizes the Building Official to accept applications for subsequent development review required by this Ordinance.</p>	Language edits for consistency
3	N/A	<p>5.9.4 Procedure</p> <p>A. <u>Applications for a Coordinated Development Special Permit are subject to Section 5.3 of this Ordinance.</u></p>	Reference to Special Permits section of the SZO for clarification
4	<p>5.9.4 Review Criteria</p> <p>A. In its discretion to approve or deny an application for Coordinated Development Special Permit, the planning board shall consider the following:</p> <ol style="list-style-type: none"> the adopted comprehensive Master Plan of the City of Somerville and other existing policy plans and standards established by the City. the purpose of this Ordinance in general; the purpose of the base district or overlay district where the property is located; and considerations indicated elsewhere in this Ordinance for Coordinated Development Plan approval. 	<p>5.9.5 Review Criteria</p> <p>A. In its discretion to approve or deny an application for <u>a</u> Coordinated Development Special Permit, the Planning Board shall consider the following:</p> <ol style="list-style-type: none"> <u>consistency with</u> the adopted comprehensive Master Plan of the City of Somerville, <u>and other existing policy plans and standards established by the City, and to other plans deemed to be appropriate by the Planning Board;</u> the purpose of this Ordinance in general; the purpose of the base district or overlay district where the property is located; and considerations indicated elsewhere in this Ordinance for Coordinated Development Plan <u>Special Permit</u> approval. 	Language edits for consistency
5	<p>5.9.5 Plan Revisions</p> <p>A. Proposed revisions to any Coordinated Development Plan or Design & Site Plan may only be considered de minimus upon the Planning Director finding that the revised plan:</p> <ol style="list-style-type: none"> Does not relocate more than ten percent (10%) of any non-residential floor space, residential dwelling units, parking spaces, or requirements met through off-site compliance. 	<p>5.9.6 Plan Revisions</p> <p>A. In lieu of the findings of 5.3.8.1.a, proposed revisions to any <u>approved</u> Coordinated Development Plan Special Permit or Design & Site Plan <u>application</u> may only be considered de minimus <u>upon if</u> the Planning Director <u>finding finds</u> that the <u>revised-plan</u> <u>revision</u>:</p> <ol style="list-style-type: none"> Does not relocate, <u>increase, or decrease by</u> more than ten percent (10%) of any non-residential floor space, residential dwelling units, parking spaces, or requirements met through off-site compliance. 	Language edits for consistency; clarification of thresholds for plan revisions
6	<p>6.7 UNION SQUARE OVERLAY DISTRICT (USOD)</p> <p>6.7.2 Purpose</p> <p>G. To require a Coordinated Development Plan Special Permit for transformational redevelopment according to the provisions of the Union Square Overlay District.</p>	<p>6.7 UNION SQUARE OVERLAY DISTRICT (USOD)</p> <p>6.7.2 Purpose</p> <p>G. To require a Coordinated Development Plan Special Permit for transformational redevelopment according to the provisions of the Union Square Overlay District.</p>	Language edits for consistency
7	<p>6.7.4 Definitions</p> <p>Deleted the following:</p> <p>Amenity Space, Private; Amenity Space, Shared; Apartment Building; Awning; Canopy; Canopy Density; Canopy Shape; Commercial Building; Development Site; Dog Park; Forecourt; General Building; Lab Building; Lined Parking Garage; Office; Open Space; Parking Structure; Parking, Tandem; Paver; Planter; Planting Technique; Plaza; Pocket Park/Plaza; Podium Tower Building; Rear Setback; Roof Line; Setback Area, Front; Shopfront; Sign, Awning; Sign, Banner; Sign, Blade; Sign, Canopy; Sign, Roof; Sign, Sidewalk; Sign, Vertical Blade; Sign, Wall; Sign, Mural; Sign, Window; Small Tree; Step-back; Stoop; Street; Street Tree; Upper Story Setback; Use, By Right; Use, Permitted; Use, Temporary</p>	N/A	Removed unnecessary or duplicate definitions that already exist in the SZO
8	N/A	<p>Amenity Space <u>A feature of a lot or building that provides outdoor social, recreational, and/or leisure space for the comfort and/or convenience of the residents of a building.</u></p>	Replaces a different defined term that was removed
9	<p>Average Ground Level: The mean (average) ground level measured at the corners of the main body of a Building Type.</p>	<p>Average Ground Level: The mean (average) ground level measured at the corners <u>of a lot</u> or the main body of a Building Type.</p>	Clarification
10	N/A	<p>Balcony: <u>A building component consisting of a platform with a railing that provides outdoor Amenity Space.</u></p>	Unintentionally omitted previously
11	<p>Bay, Architectural: An area of a facade between two buttresses, pilasters, columns, piers or other equivalent architectural features.</p>	<p>Bay, Architectural: An area of a facade between two buttresses, pilasters, columns, piers <u>(flat wall), curtain wall mullions, vertical spandrel glass,</u> or other equivalent architectural features.</p>	Clarification of intent
12	<p>Bay Window: A window assembly extending from the main body of a building to permit increased light, and multi-directional views, and to articulate a building facade.</p>	<p>Bay Window: A window assembly extending from the main body of a building to permit increased light, and multi-directional views, and to articulate a building facade. <u>Bay windows also include box and bow windows.</u></p>	Clarification

#	Current Text	Proposed Text	Reasoning
13	Blank Wall: A portion of any facade of a building that does not include a substantial material change; windows, doors, columns, pilasters or other articulation greater than twelve (12) inches in depth.	Blank Wall: A portion of any facade of a building that does not include a substantial material change; windows, doors, columns, pilasters or other articulation. greater than twelve (12) inches in depth.	Removed standard from definition
14	N/A	Building Width: <u>The length (feet) of the Main Body a building measured parallel to the front lot line.</u>	Added for clarification
15	Civic Space: An outdoor open space designed for to support social and recreational activities. Civic space types are defined by the combination of certain characteristics, including the interrelationship between intended use, size, landscaping, and abutting uses.	Civic Space: An <u>Lot outdoor open space</u> designed for <u>as an outdoor open space</u> to support social and recreational activities. Civic space types are defined by the combination of certain characteristics, including the interrelationship between intended use, size, landscaping, and abutting uses.	Clarification
16	Commercial: A term collectively defining permitted uses from all non-residential use categories.	Commercial: A term collectively defining permitted uses from all non-residential use categories, <u>excluding parking.</u>	Parking was added to the list of Commercial Services uses, so it was also excluded for the definition used to deliver 60% commercial floor space.
17	Façade: The exterior wall of a building oriented in whole or in part toward a front lot line, civic space, or on-site open space with frontage on a thoroughfare.	Façade: The exterior wall of a building oriented in whole or in part toward a front lot line. <u>or civic space, or on-site open space with frontage on a thoroughfare.</u>	Clarification; additional text unnecessary
18	Fenestration: The arrangement, proportioning, and design of opening in a façade of a building, including windows and doors, but excluding entrances for parking, loading, and service facilities.	Fenestration: The arrangement, proportioning, and design of openings in a the façade of a building, including windows and doors, but excluding entrances for parking, loading, and service facilities.	Adjustment to bring into compliance with state law.
19	Frontage: The area of a lot between the facade of a building and the front lot line, extending fully to each side lot line and including all built and landscape components.	Frontage Type: The area of a lot between the facade of a building and the front lot line, extending fully to each side lot line and including all built and landscape components.	Clarification; also retains the common use of 'frontage' used elsewhere in the SZO
20	Generating Site: A lot that generates a required amount of pedestrian circulation space, a building that generates a required amount of floor area dedicated to arts & creative enterprise principal uses, or a building that generates a required number of affordable dwelling units.	Generating Site: A lot that generates a required amount of pedestrian circulation space, a building that generates a required amount of floor area dedicated to arts & creative enterprise principal uses. or a building that generates a required number of affordable dwelling units.	Clarification
21	Lot: A bounded area of land with appropriate frontage on and undivided by a public way intended for the purpose of sale, legacy, or development at any time.	Lot: A bounded area of land with appropriate frontage on and undivided by a public way intended for the purpose of sale, legacy, or development at any time.	Correction
22	Main Body: The primary massing of a Principal Building Type.	Main Body: The primary massing of a Principal Building Type, <u>excluding building components.</u>	Clarification of intent
23	N/A	Mezzanine: <u>An intermediate floor level between the floor and ceiling of a story.</u>	New defined term to control unintended building height
24	Receiving Site: Any lot or building that provides off-site compliance for the pedestrian circulation, arts & creative enterprise space, and affordable housing requirements of a generating site.	Receiving Site: Any lot or building that provides off-site compliance for the pedestrian circulation, arts & creative enterprise space; and <u>or</u> affordable housing requirements of a generating site.	Correction
25	N/A	Story: <u>A habitable level within a building.</u>	New defined term for clarification
26	Thoroughfare: A public or private way for use by vehicular and pedestrian traffic and providing access to lots and open spaces.	Thoroughfare: A public or private way for use by vehicular and pedestrian traffic and providing access to lots and <u>open civic</u> spaces.	Correction
27	Tree Pit: A three (3) foot deep pit filled with soil for the planting and growth of a street tree. Tree pits have surface area open to air and water flow.	Tree Pit: A three (3) foot deep pit filled with soil for the planting and growth of a <u>street</u> tree. Tree pits have surface area open to air and water flow.	Correction
28	Vegetative Landscape: Organic and inorganic plant or earthen materials such as grass and other ground covers; shrubs, trees, vines, and other horticultural materials; and decorative surfacing such as wood chips; crushed stone, gravel, and shell; mulch; and pea gravel/washed stone.	Vegetative Landscape: Organic and inorganic plant or earthen materials such as grass and other ground covers; shrubs, trees, bushes, <u>shrubs,</u> vines, and other horticultural materials; and decorative surfacing such as wood chips; crushed stone, gravel, and shell; mulch; and pea gravel/washed stone.	Clarification
29	6.7.5 Development Review G. Authority 1. The Planning Board is the review authority for all development review in the USOD, including Special Permits but excluding Variances.	6.7.5 Development Review G. Authority 1. The Planning Board is the review authority for all development review in the USOD, including Special Permits <u>and Design and Site Plan Review,</u> but excluding Variances.	Clarification of Planning Board Authority

#	Current Text	Proposed Text	Reasoning
30	N/A	<p>6.7.6 Development Review</p> <p>G. <u>Review Process</u></p> <ol style="list-style-type: none"> 1. <u>Development within the USOD requires a two- (2) stage permitting process. First, a Coordinated Development Plan Special Permit is required prior to the development review for any individual lot. Second, Design & Site Plan Review is required for the development of any individual lot as a building or civic space and for the construction or reconstruction of any thoroughfare.</u> 2. <u>Additionally, proposed development on an individual lot may or may not necessitate the need for a Special Permit required by this Section or a Variance based on the nature of the proposal.</u> 	New text to clarify the required steps of the development review process
31	<p>6.7.5 Development Review</p> <p>G. Coordinated Development Planning</p> <ol style="list-style-type: none"> a. A Coordinated Development Plan Special Permit, in accordance with the provisions of Section 5.8, is required for all development. b. Development sites must include a minimum of two (2) lots (existing or proposed) and at least two hundred thousand (200,000) square feet of land area. 	<p>6.7.6 Development Review</p> <p>G. Coordinated Development Planning</p> <ol style="list-style-type: none"> 1. Applicability <ol style="list-style-type: none"> a. A Coordinated Development Plan Special Permit, in accordance with the provisions of Section 5.8, is required for all <u>prior to the development of any lot.</u> b. Development sites must include a minimum of two (2) lots (existing or proposed) and at least two <u>six</u> hundred and seventy-five thousand (200<u>675</u>,000) square feet of land area. 	Clarification; Increased the threshold for application submittal to include all of the D Parcels

#	Current Text	Proposed Text	Reasoning
32		<p>6.7.5 Development Review</p> <p>C Coordinated Development Planning</p> <p>2 <u>Review Process</u></p> <p>a. <u>The following steps are required for a Coordinated Development Special Permit</u></p> <p>i. <u>Preliminary Review</u></p> <p>(a) <u>Step 1: Pre-Submittal Meeting</u></p> <p>(b) <u>Step 2: Neighborhood Meeting</u></p> <p>ii. <u>Discretionary Review</u></p> <p>(a) <u>Step 3: Public Hearing</u></p> <p>3. <u>Preliminary Review</u></p> <p>a. <u>Pre-Submittal Meeting</u></p> <p>i. <u>Procedure</u></p> <p>(a) <u>Development review applications requiring a Coordinated Development Special Permit are not considered complete until a pre-submittal meeting has been held with Planning Staff.</u></p> <p>(b) <u>A pre-submittal meeting must occur at least fourteen (14) days in advance of the required neighborhood meeting (step 2).</u></p> <p>(c) <u>Applicants or their representatives are required to attend a pre-submittal meeting.</u></p> <p>b. <u>Neighborhood Meeting</u></p> <p>i. <u>Procedure</u></p> <p>(a) <u>Development review applications requiring a Coordinated Development Special Permit are not considered complete until the required neighborhood meeting has been held.</u></p> <p>(b) <u>Applications for development review must be submitted within one hundred and eighty (180) days of the neighborhood meeting. If an application is not submitted in this time frame, the Applicant is required to hold a new neighborhood meeting.</u></p> <p>(c) <u>A neighborhood meeting must occur at least ten (10) days prior to submittal of a development review application for a Coordinated Development Special Permit.</u></p> <p>(d) <u>Neighborhood meetings should be held at a location in close proximity to the subject property on a weekday evening after 6:00 p.m. or on weekends at any reasonable time and shall not occur on a local, state, or national holiday.</u></p> <p>(e) <u>Applicants or their representatives are required to attend a neighborhood meeting.</u></p> <p>(f) <u>The Applicant is responsible for coordinating a neighborhood meeting in conjunction with the Ward representative from the Board of Aldermen and the Staff of the Mayor's Office of Strategic Planning and Community Development.</u></p> <p>(g) <u>The format and agenda of the neighborhood meeting is at the discretion of the applicant, in consultation with the Ward representative from the Board of Aldermen, and may consist of any or all of the following:</u></p> <p>1. <u>a formal presentation, or</u></p> <p>2. <u>a drop-in, open house style informational session.</u></p> <p>(h) <u>Opportunity must be provided for attendees to ask questions regarding the development review application.</u></p> <p>(i) <u>Applicants are required to bring all information and materials required by the Building Official to a neighborhood meeting.</u></p> <p>(j) <u>The Applicant shall submit a report and minutes of the neighborhood meeting to the Building Official at the time application submittal that includes, at a minimum, the following:</u></p> <p>1. <u>a list of those persons and organizations contacted about the meeting, and manner and date of contact,</u></p> <p>2. <u>the date, time, and location of the meeting,</u></p> <p>3. <u>a roster or signature sheet of attendees at the meeting,</u></p> <p>4. <u>copies of all materials provided by the applicant at the meeting,</u></p> <p>5. <u>a summary of issues discussed at the meeting, and</u></p> <p>6. <u>a description of any changes to the proposed development made as a result of the meeting.</u></p>	<p>New text, added for clarification and to address feedback concerning desired public process from the public and the BOA</p>

#	Current Text	Proposed Text	Reasoning
33	<p>6.7.5 Development Review</p> <p>B. Coordinated Development Planning</p> <p>2. Submittal</p> <p>b. Applications for Special Permits offered elsewhere in this Section may be submitted simultaneously a Coordinated Development Plan application:</p>	<p>6.7.5 Development Review</p> <p>C. Coordinated Development Planning</p> <p>4. <u>Application</u> Submittal</p> <p>b. Applications for <u>The following</u> Special Permits offered <u>required</u> elsewhere in this Section may be submitted <u>simultaneously requested</u> as part of a Coordinated Development Plan <u>Special Permit</u> application (see §§ 6.7.4.3);</p> <p>i. <u>The siting and orientation of Civic Spaces (§</u></p> <p>ii. <u>The size of a proposed Dog Park (§</u></p> <p>iii. <u>Residential principal uses (§</u></p> <p>iv. <u>The maximum number of off-street parking spaces (§6.7.13.1)</u></p> <p>v. <u>The maximum number of 'reserved' off-street parking spaces (§6.7.13.3.b.i)</u></p>	Clarification of intent
34	<p>6.7.5 Development Review</p> <p>B. Coordinated Development Planning</p> <p>2. Submittal</p> <p>c. Plans submitted as part of any Coordinated Development Plan Special Permit application may illustrate hypothetical lots that demonstrate consistency to the Lot Dimension standards for each Building Type without the need for a final plat plan certified and recorded with the Registry of Deeds or Land Court.</p>	<p>6.7.5 Development Review</p> <p>C. Coordinated Development Planning</p> <p>4. Submittal</p> <p>c. Plans submitted as part of any Coordinated Development Plan Special Permit application may illustrate hypothetical lots that demonstrate consistency to the Lot Dimension standards for each Building Type without the need for a final plat plan certified and recorded with the Registry of Deeds or Land Court.</p>	Deleted and rewritten, see below
35	N/A	<p>6.7.5 Development Review</p> <p>C. Coordinated Development Planning</p> <p>5. <u>Information Required</u></p> <p>a. <u>Plans submitted as part of any Coordinated Development Plan Special Permit application may identify lots for building sites and civic spaces with boundaries that are not officially recorded with the Registry of Deeds or Land Court as follows:</u></p> <p>i. <u>The hypothetical lots must demonstrate consistency to the Lot standards of this Section.</u></p> <p>6. <u>Review Criteria</u></p> <p>a. <u>In its discretion to approve or deny a Coordinated Development Special Permit, the Planning Board shall consider the following:</u></p> <p>i. <u>compliance with the submittal requirements and review considerations of §5.8 Coordinated Development Special Permit;</u></p> <p>ii. <u>consistency with the 2012 Union Square Revitalization Plan and the 2016 Union Square Neighborhood Plan, as amended;</u></p> <p>b. <u>The Planning Board may not approve a Coordinated Development Special Permit prior to the execution of agreement(s) between the applicant and the City of Somerville that address contributions to infrastructure, the Green Line Extension, and other community benefits.</u></p>	Rewritten
36	<p>6.7.5 Development Review</p> <p>B. Coordinated Development Planning</p> <p>3. Subsequent Development Review</p> <p>a. Following the approval of a Coordinated Development Plan Special Permit, applicants may proceed with the development review required for individual lots.</p>	<p>6.7.5 Development Review</p> <p>C. Coordinated Development Planning</p> <p>7. Subsequent Development Review</p> <p>a. Following the approval of a Coordinated Development Plan Special Permit, applicants may proceed with the development review required for individual lots.</p>	Language edits for consistency

#	Current Text	Proposed Text	Reasoning
37	<p>6.7.5 Development Review G. Individual Lots and Buildings 1. Consistency a. Development of individual sites within the USOD must comply with the approved Coordinated Development Plan.</p>	<p>6.7.5 Development Review G. Individual Lots, <u>Civic Spaces</u>, and Buildings 1. <u>Applicability</u> a. <u>Design and Site Plan Review, in accordance with the provisions of Section 5.4, is required for the development of any lot as a building or civic space.</u> b. <u>Proposed development on an individual lot may or may not necessitate the need for a Special Permit required by this Section or a Variance based on the nature of the proposal.</u> 2. <u>Review Process</u> a. <u>The following steps are required for Design & Site Plan Review.</u> i. <u>Preliminary Review</u> (a) <u>Step 1: Pre-Submittal Meeting</u> (b) <u>Step 2: Neighborhood Meeting</u> (c) <u>Step 3: Design Review Meeting</u> (d) <u>Step 4: Neighborhood Meeting</u> ii. <u>Administrative Review</u> (a) <u>Step 5: Public Hearing</u> 3. Consistency a. Development of individual <u>sites lots as buildings or civic spaces</u> within the USOD must comply with the approved Coordinated Development <u>Plan Special Permit and any previously approved Special Permits, as applicable.</u></p>	<p>Relocated text; Clarifications of development review process</p>
38	<p>6.7.5 Development Review 2. Preliminary Review a. A neighborhood meeting is required for all development within the USOD prior to formal submittal of an application for Design & Site Plan Approval. i. Required Procedure (a) Applications for development review that require a neighborhood meeting are not considered complete until such a meeting has been held. (c) A neighborhood meeting must occur at least ten (10) days prior to formal submittal of an application for design & site plan approval. (j) The Applicant shall submit a report and minutes of the neighborhood meeting to the Building Official at the time application submittal that includes, at a minimum, the following: 1. a list of those persons and organizations contacted about the meeting, and manner and date of contact; 2. the date, time, and location of the meeting; 3. a roster or signature sheet of attendees at the meeting; 4. copies of all materials provided by the applicant at the meeting; 5. a summary of issues discussed at the meeting; and 6. a description of any changes to the proposed development made as a result of the meeting.</p>	<p>6.7.5 Development Review G. Individual Lots, <u>Civic Spaces</u>, and Buildings 4. Preliminary Review a. <u>Pre-Submittal Meeting Procedure</u> i. <u>Applications for development review are not considered complete until a pre-submittal meeting has been held with Planning Staff.</u> <u>A pre-submittal meeting must occur at least five (5) days in advance of the required neighborhood meeting (step 2).</u> <u>Applicants or their representatives are required to attend a pre-submittal meeting.</u> b. Neighborhood Meetings A neighborhood meeting is required for all development within the USOD prior to formal submittal of an application for Design & Site Plan Approval. i. <u>Required Procedure</u> (a) Applications for development review that require a neighborhood meeting are not considered complete until such all required neighborhood meetings has have been held. (c) A neighborhood meeting must occur at least ten (10) days prior to formal submittal of an application for design & site plan approval in advance of the required design review meeting (step 3) and ten (10) days prior to submittal of an application for development review (step 5). (j) The Applicant shall submit a report and minutes of the neighborhood meeting to the Building Official at the time of application submittal as required information for a Design & Site Plan Review application that includes, at a minimum, the following: 1. a list of those persons and organizations contacted about the meeting, and manner and date of contact; 2. the date, time, and location of the meeting; 3. a roster or signature sheet of attendees at the meeting; 4. copies of all materials provided by the applicant at the meeting; 5. a summary of issues discussed at the meeting; and 6. a description of any changes to the proposed development made as a result of the meeting.</p>	<p>Process edits added for clarification and to address feedback concerning desired public process from the public and the BOA</p>

#		Current Text	Proposed Text	Reasoning
39	6.7.5 Development Review 2. Preliminary Review	<p>b. Review by the Design Review Committee is required for all development within the USOD prior to formal submittal of an application for Design & Site Plan Approval.</p> <p>i. Review Procedure</p> <p>(a) A design review meeting must occur at least ten (10) days prior to formal submittal of an application for development review.</p> <p>(b) Applicants or their representatives are required to attend a design review meeting.</p> <p>(c) Applicants are required to bring all information and materials required by the Building Official to a design review meeting.</p> <p>(d) The Applicant shall submit a report and minutes of the design review meeting to the Building Official at the time application submittal that includes, at a minimum, the following:</p> <ol style="list-style-type: none"> 1. the date, time, and location of the meeting; 2. a roster of members of the Urban Design Commission in attendance at the meeting; 3. copies of all materials provided by the applicant at the meeting; 4. a summary of issues discussed at the meeting; and 5. a description of any changes to the proposed development made as a result of the meeting. <p>ii. Review Considerations</p> <p>(a) In providing design guidance to applicants, the Design Review Committee shall provide recommendations for, but not limited to, the following:</p> <ol style="list-style-type: none"> 1. Buildings <ol style="list-style-type: none"> a) The optimal location and functionality of all building entrances. b) The prioritization of ground floor space for commercial uses rather than lobbies to upper story uses. c) The continuity of the street wall and spatial definition of the public realm by the building facade in relationship to neighboring buildings. d) The architectural techniques used to comply with the provisions of §6.7.10.F Facade Design. e) The proportional relationships between the architectural elements of a facade and their use in the development of the facade's composition and details. f) The design and composition of the elements of a storefront. g) The location, alignment, and massing techniques of high-rise elements to mitigate shadow impacts cast on nearby sites or on-site activities, reduce impacts on view corridors, and increase the actual or perceived separation distance between towers. h) The visibility and integration of mechanical and utility equipment into the architectural design of the building. i) The quality and durability of building materials. j) The local microclimate including pedestrian level winds, weather protection, air quality, the reflection of sunlight, and the casting of shadows. 2. Civic Spaces <ol style="list-style-type: none"> a) The appropriateness of the proposed civic space type for the site, with specific regard solar orientation, integration with nearby buildings, and type and use of other nearby civic spaces. b) The design guidelines specific to each civic space type. c) The maximization of the actual utility of a civic space for its intended use through landscape design and accommodation of pedestrian desire lines. d) The appropriateness of irrigation and drainage systems to effectively reduce water use, minimize or eliminate stormwater runoff into the sewer or storm system, address unique site conditions, and meet the specific needs of the type of civic space. 	<p>6.7.6 Development Review G. Individual Lots, Civic Spaces, and Buildings 4. Preliminary Review</p> <p>c. Design Review Review by the Design Review Committee is required for all development within the USOD prior to formal submittal of an application for Design & Site Plan Approval.</p> <p>i. Review Procedure</p> <p>(a) A design review meeting must occur at least ten (10) days prior to formal submittal of an application for development review in advance of the required neighborhood meeting (step 4).</p> <p>(b) Applicants or their representatives are required to attend a design review meeting.</p> <p>(c) Applicants are required to bring all information and materials required by the Building Official to a design review meeting.</p> <p>(d) The Design Review Committee shall issue a written recommendation to the Planning Board and the Applicant within forty-five (45) days of the design review meeting. Subsequent development review steps are prohibited until the Design Review Committee has issued its recommendation.</p> <p>(e) The Applicant shall submit a report and minutes of the design review meeting to the Building Official at the time of application submittal as required information for a Design & Site Plan Review application that includes, at a minimum, the following:</p> <ol style="list-style-type: none"> 1. the date, time, and location of the meeting; 2. a roster of members of the Urban Design Commission <u>Design Review Committee</u> in attendance at the meeting; 3. copies of all materials provided by the applicant at the meeting; 4. a summary of issues discussed at the meeting; and 5. a description of any changes to the proposed development made as a result of the meeting. <p>ii. Review Criteria</p> <p>(a) The Design Review Committee's written recommendation to the Planning Board shall include, at minimum, the following:</p> <ol style="list-style-type: none"> 1. Identification of each applicable design guideline of this Ordinance that has been achieved to the satisfaction of the DRC, as voted by a majority of members present. 2. Any modifications necessary to remedy outstanding design issues related to guidelines that have not been achieved to the satisfaction of the DRC, as voted by a majority of members present. <p>iii. Review Considerations</p> <p>(b) In providing design guidance to applicants addition to addressing the design guidelines of this Ordinance, the Design Review Committee shall provide recommendations for in consideration of, but not limited to, the following:</p> <ol style="list-style-type: none"> 1. Buildings <ol style="list-style-type: none"> a) The optimal location and functionality of all building entrances. b) The prioritization of ground floor space for commercial uses rather than lobbies to upper story uses. c) The continuity of the street wall and spatial definition of the public realm by the building facade in relationship to neighboring buildings. d) The architectural techniques used to comply with the provisions of §6.7.10.F Facade Design. e) The proportional relationships between the architectural elements of a facade and their use in the development of the facade's composition and details. f) The design and composition of the elements of a storefront. g) The location, alignment, and massing techniques of high-rise elements to mitigate shadow impacts cast on nearby sites or on-site activities, reduce impacts on view corridors, and increase the actual or perceived separation distance between towers. h) The visibility and integration of mechanical and utility equipment into the architectural design of the building. i) The quality and durability of building materials. j) The local microclimate including pedestrian level winds, weather protection, air quality, the reflection of sunlight, and the casting of shadows. 2. Civic Spaces <ol style="list-style-type: none"> a) The appropriateness of the proposed civic space type <u>design</u> for the site, with specific regard solar orientation, integration with nearby buildings, and type and use of other nearby civic spaces. b) The design guidelines specific to each civic space type. c) The maximization of the actual utility of a civic space for its intended use through landscape design and accommodation of pedestrian desire lines. d) The appropriateness of irrigation and drainage systems to effectively reduce water use, minimize or eliminate storm water runoff into the sewer or storm system, address unique site conditions, and meet the specific needs of the type of civic space. 	Re-work of how the Design Review process is carried out and the type of information that is provided to the Planning Board by the Design Review Committee

#	Current Text	Proposed Text	Reasoning
40	<p>6.7.5 Development Review</p> <p>3. Administrative Review</p> <p>a. Design and Site Plan Approval</p> <p>i. The development or redevelopment of civic spaces, thoroughfares, and LOTS and/or buildings requires approval of a DESIGN AND SITE PLAN in accordance with the provisions of §5.4 Design and Site Plan Approval.</p> <p>ii. Submittal</p> <p>(a) Applications for Special Permits offered elsewhere in this section may be submitted simultaneously as part of a Design & Site Plan application (see §6.7.4.3).</p> <p>(b) Plans submitted as part of any Design & Site Plan Approval application may illustrate hypothetical lots that demonstrate consistency to the Lot Dimension standards for each Building Type without the need for a final plat plan certified and recorded with the Registry of Deeds or Land Court.</p> <p>iii. Procedure</p> <p>(a) When reviewing a Design and Site Plan for civic spaces, the Planning Board may solicit comments and/ or recommendations from the Design Review Committee (DRC) in consideration of, but not limited to, the following:</p> <ol style="list-style-type: none"> 1. how solar orientation, pedestrian desire lines, landscape design, integration with nearby buildings; and the relationship of the civic space to others nearby contributes toward maximization of the actual utility of a civic space for its intended use. <p>(b) When reviewing a Design & Site Plan for lots or buildings, the Planning Board may solicit comments and/ or recommendations from the Design Review Committee (DRC) in consideration of, but not limited to, the following:</p> <ol style="list-style-type: none"> 1. site planning, buildings placement, building bulk, floor plans, exterior design, construction materials, green building techniques, landscaping, entrance and exit placement, signage; and, 2. the local microclimate including pedestrian level winds, weather protection, air quality, the reflection of sunlight, and the casting of shadows. 	<p>6.7.7 Development Review</p> <p>G. Individual Lots, <u>Civic Spaces</u>, and Buildings</p> <p>5. Administrative Review</p> <p>a. Design and Site Plan Review</p> <p>i. The development or redevelopment of civic spaces, thoroughfares, and LOTS and/or buildings requires approval of a DESIGN AND SITE PLAN in accordance with the provisions of §5.4 Design and Site Plan Approval.</p> <p>ii. Submittal</p> <p>(a) <u>Development review applications that necessitate the need for Special Permits offered elsewhere in required by this Section may be submitted reviewed simultaneously as part of a Design & Site Plan application (see §6.7.4.3).</u></p> <p>(b) Plans submitted as part of any Design & Site Plan Approval application may illustrate hypothetical lots that demonstrate consistency to the Lot Dimension standards for each Building Type without the need for a final plat plan certified and recorded with the Registry of Deeds or Land Court.</p> <p>iii. Information Required</p> <p>(a) <u>Plans submitted as part of any Design & Site Plan Approval application may include a hypothetical plot plan illustrating lot boundaries that are not officially recorded with the Registry of Deeds or Land Court as follows:</u></p> <ol style="list-style-type: none"> 1. <u>The hypothetical lot illustrated is superimposed upon an official plot plan certified by a land surveyor.</u> 2. <u>The hypothetical lot illustrated demonstrates consistency to the Lot standards of this Section.</u> <p>(b) <u>Design & Site Plan applications must be submitted for any hypothetical lot individually and buildings on either side of an unofficial lot boundary require development review as separate projects.</u></p> <p>(c) <u>Plans submitted with a hypothetical plot plan are considered individual lots for the purpose of development review and the unofficial lot lines are referenced as if they were official lot boundaries where interior space, excluding parking, is not permitted to cross any hypothetical, unofficial lot line.</u></p> <p>iv. Review Criteria</p> <p>(a) <u>The Planning Board shall approve an application for development review requiring Design & Site Plan Approval upon verifying that the submitted plans for the proposed development demonstrates the following:</u></p> <ol style="list-style-type: none"> 1. <u>compliance with the standards of §5.4 Design & Site Plan Review.</u> 2. <u>conformance to the applicable Coordinated Development Special Permit, the adopted Master Plan of the City of Somerville, the Union Square Neighborhood Plan, existing policy plans and standards established by the City, or to other plans deemed to be appropriate by the Planning Board, and</u> 3. <u>conformance with the provisions of this Ordinance.</u> <p>v. Procedure</p> <p>(a) When reviewing a Design and Site Plan for civic spaces, the Planning Board may solicit comments and/ or recommendations from the Design Review Committee (DRC) in consideration of, but not limited to, the following:</p> <ol style="list-style-type: none"> 1. how solar orientation, pedestrian desire lines, landscape design, integration with nearby buildings, and the relationship of the civic space to others nearby contributes toward maximization of the actual utility of a civic space for its intended use. <p>(b) When reviewing a Design & Site Plan for lots or buildings, the Planning Board may solicit comments and/ or recommendations from the Design Review Committee (DRC) in consideration of, but not limited to, the following:</p> <ol style="list-style-type: none"> 1. site planning, buildings placement, building bulk, floor plans, exterior design, construction materials, green building techniques, landscaping, entrance and exit placement, signage, and, 2. the local microclimate including pedestrian level winds, weather protection, air quality, the reflection of sunlight, and the casting of shadows. 	Text of item (i) was relocated; Rewrite of information submittal requirements, item ii(b); Design Review text removed for redundancy after rewrite of the Design Review section (see above)

#	Current Text	Proposed Text	Reasoning
41	<p>6.7.5 Development Review</p> <p>4. Discretionary Development Review</p> <p>a. Special Permits</p> <p>i. Submittal</p> <p>(a) SPECIAL PERMIT applications may be submitted simultaneously as part of a COORDINATED DEVELOPMENT PLAN application or as part of a DESIGN AND SITE PLAN application.</p> <p>ii. Review Criteria</p> <p>(a) In its discretion to approve or deny any special permit offered elsewhere in this section, the Planning Board shall consider the following:</p> <ol style="list-style-type: none"> 1. compliance with the submittal requirements and review considerations of §5.1 Special Permits; 2. conformance to the applicable COORDINATED DEVELOPMENT PLAN, the adopted MASTER PLAN of the City of Somerville, the UNION SQUARE NEIGHBORHOOD PLAN, existing policy plans and standards established by the City, or to other plans deemed to be appropriate by the Planning Board; and 3. consistency with purpose and intent of the USOD and of this Ordinance in general. <p>b. Minor Projects</p> <p>i. Per §5.4.4 of this Ordinance, Lot Splits, Lot Mergers, and Lot Line Adjustments are considered minor projects and are only subject to the minor site plan approval process established in the Rule and Regulations of the Planning Board.</p>	<p>6.7.5 Development Review</p> <p>G. Individual Lots, <u>Civic Spaces</u>, and Buildings</p> <p>6. Discretionary Development Review</p> <p>a. Special Permits</p> <p>i. Submittal</p> <p>(a) <u>The following Special Permits applications required elsewhere in this Section may be submitted simultaneously requested as part of a Coordinated Development Plan Special Permit application or as part of a design and site plan application:</u></p> <ol style="list-style-type: none"> 1. <u>The orientation of Civic Spaces (§</u> 2. <u>The size of a proposed Dog Park (§</u> 3. <u>Residential principal uses (§</u> 4. <u>The maximum number of off-street parking spaces (§6.7.13.1)</u> 5. <u>The maximum number of 'reserved' parking spaces (§6.7.13.3.b.i)</u> <p>ii. Review Criteria</p> <p>(a) In its discretion to approve or deny any Special Permit offered elsewhere in this Section, the Planning Board shall consider the following:</p> <ol style="list-style-type: none"> 1. compliance with the submittal requirements and review considerations of §5.1 Special Permits; 2. conformance to the applicable COORDINATED DEVELOPMENT PLAN, the adopted MASTER PLAN of the City of Somerville, the UNION SQUARE NEIGHBORHOOD PLAN, existing policy plans and standards established by the City, or to other plans deemed to be appropriate by the Planning Board; and 3. consistency with purpose and intent of the USOD and of this Ordinance in general; <u>and</u> 4. <u>considerations indicated elsewhere in this Section for the specific type of special permit required.</u> <p>b. Minor Projects</p> <p>i. Per §5.4.4 of this Ordinance, Lot Splits, Lot Mergers, and Lot Line Adjustments are considered minor projects and are only subject to the minor site plan approval process established in the Rule and Regulations of the Planning Board.</p>	<p>Clarification; text made consistent with similar text found earlier in the document; minor project text incorrectly indented (see below)</p>

#	Current Text	Proposed Text	Reasoning
42	N/A	<p>6.7.5 Development Review</p> <p>G. Thoroughfares</p> <ol style="list-style-type: none"> 1. <u>Applicability</u> <ol style="list-style-type: none"> a. <u>Design & Site Plan Review, in accordance with the provisions of Section 5.4, is required prior to the construction or reconstruction of any thoroughfare.</u> 2. <u>Consistency</u> <ol style="list-style-type: none"> a. <u>Construction or reconstruction of a thoroughfare within the USOD must comply with the approved Coordinated Development Special Permit.</u> 3. <u>Review Process</u> <ol style="list-style-type: none"> a. <u>The following steps are required for Design & Site Plan Approval:</u> <ol style="list-style-type: none"> i. <u>Preliminary Review</u> <ol style="list-style-type: none"> (a) <u>Step 1: Pre-Submittal Meeting</u> ii. <u>Administrative Review</u> <ol style="list-style-type: none"> (a) <u>Step 2: Design & Site Plan Approval Public Hearing</u> 4. <u>Preliminary Review</u> <ol style="list-style-type: none"> a. <u>Pre-Submittal Meeting</u> <ol style="list-style-type: none"> i. <u>Required Procedure</u> <ol style="list-style-type: none"> (a) <u>Applications for development review are not considered complete until a pre-submittal meeting has been held with Planning Staff.</u> (b) <u>A pre-submittal meeting must occur at least ten (10) days prior to submittal of an application for development review (step 2).</u> (c) <u>Applicants or their representatives are required to attend a pre-submittal meeting.</u> 5. <u>Administrative Review</u> <ol style="list-style-type: none"> a. <u>Design and Site Plan Approval</u> <ol style="list-style-type: none"> i. <u>Review Criteria</u> <ol style="list-style-type: none"> (a) <u>The Planning Board shall approve an application for development review requiring Design & Site Plan Approval upon verifying that the submitted plans for the proposed development demonstrates the following:</u> <ol style="list-style-type: none"> 1. <u>compliance with the standards of §5.4 Design & Site Plan Review;</u> 2. <u>conformance to the applicable Coordinated Development Special Permit, the adopted Master Plan of the City of Somerville, the Union Square Neighborhood Plan, existing policy plans and standards established by the City, or to other plans deemed to be appropriate by the Planning Board; and</u> 3. <u>conformance with the provisions of this Ordinance.</u> 	<p>New text; process for permitted the construction of a Thoroughfare was necessary and inadvertently omitted.</p>
43	N/A	<p>6.7.5 Development Review</p> <p>G. Minor Projects</p> <ol style="list-style-type: none"> 1. <u>Per §5.4.4 of this Ordinance, Lot Splits, Lot Mergers, and Lot Line Adjustments are considered minor projects and are only subject to the minor site plan approval process established in the Rule and Regulations of the Planning Board.</u> 	<p>Text indent was incorrect in previous draft (see edit #41 above)</p>
44	N/A	<p>6.7.6 Development Planning</p> <p>G. Civic Space</p> <ol style="list-style-type: none"> 1. <u>At full build-out of development subject to an approved Coordinated Development Special Permit, at least fifteen percent (15%) of the development site must be designed as two (2) or more civic spaces of differing types, sizes, and locations.</u> 	<p>New tool added for generating required land area for civic space; replaces pedestrian circulation space</p>

#	Current Text	Proposed Text	Reasoning
45	<p>6.7.7 Development Planning</p> <p>G. Commercial Build Out</p> <ol style="list-style-type: none"> 1. At full build-out of development subject to a COORDINATED DEVELOPMENT PLAN, no less than sixty percent (60%) and at least three hundred and seventy-five thousand (375,000) square feet of the total gross floor area (excluding motor vehicle and bicycle parking) must be dedicated to commercial uses. 2. At full build-out of development subject to a coordinated development plan, not more than ten percent (10%) of the total gross floor area within the coordinated development plan may be dedicated to principal uses within the Retail use category. 3. At full build out of development subject to a coordinated development plan, at least 375 square feet of commercial space must be provided for each dwelling unit. 4. At full build out of development subject to a coordinated development plan, at least five percent (5%) of the total gross floor dedicated to commercial uses, excluding motor vehicle and bicycle parking, must be dedicated to principal uses within the Arts & Creative Enterprise use category. <ol style="list-style-type: none"> a. Floor area dedicated to principal uses within the Arts & Creative Enterprise use category may be provided according to §6.7.6.D Off Site Compliance. 	<p>6.7.6 Development Planning</p> <p>G. Commercial Build Out</p> <ol style="list-style-type: none"> 1. At full build-out of development subject to a an approved Coordinated Development plan Special Permit, no less than sixty percent (60%) and at least three hundred and seventy-five thousand (375,000) square feet of the total gross floor area (excluding motor vehicle and bicycle parking) must be dedicated to commercial uses. 2. At full build-out of development subject to a an approved Coordinated Development plan Special Permit, not more than ten percent (10%) of the total gross floor area within the coordinated development plan may be dedicated to principal uses within the Retail use category. 3. At full build out of development subject to a an approved Coordinated Development plan Special Permit, at least 375 square feet of commercial space must be provided for each dwelling unit. 4. At full build out of development subject to a an approved Coordinated Development plan Special Permit, at least five percent (5%) of the total gross floor area dedicated to commercial uses, excluding motor vehicle and bicycle parking, must be dedicated to principal uses within the Arts & Creative Enterprise use category. <ol style="list-style-type: none"> a. Floor area dedicated to principal uses within the Arts & Creative Enterprise use category may be provided according to §6.7.6.E Off Site Compliance. 	Language edits for consistency
46	<p>6.7.6 Development Planning</p> <p>G. Affordable Housing & Linkage</p> <ol style="list-style-type: none"> 1. At full build out, development must provide at least twenty percent (20%) of total dwelling units as affordable housing. 2. Except as noted in §6.7.6.C.1 and §6.7.6.D.1, Development subject to a COORDINATED DEVELOPMENT PLAN must comply with the provisions of Article 13: Inclusionary Housing and Article 15: Linkage, in effect as of the date of the approved COORDINATED DEVELOPMENT PLAN. 	<p>6.7.6 Development Planning</p> <p>G. Affordable Housing & Linkage</p> <ol style="list-style-type: none"> 1. At full build out, development subject to an approved Coordinated Development Special Permit must provide at least twenty percent (20%) of total dwelling units as affordable housing. 2. Except as noted in §6.7.6.C.1 and §6.7.6.D.1, Development subject to a an approved Coordinated Development Plan Special Permit must comply with the provisions of Article 13: Inclusionary Housing and Article 15: Linkage, in effect as of the date of the approved COORDINATED DEVELOPMENT PLAN. 	Language edits for consistency
47	<p>6.7.6 Development Planning</p> <p>G. Off-Site Compliance</p> <ol style="list-style-type: none"> 1. Within the USOD, the Planning Board may permit off-site compliance of §6.7.5.A.4 (Commercial space for Arts & Creative Enterprise uses), §6.7.9.A.1.d (Pedestrian Circulation Space), and Article 13 Inclusionary Housing, in whole or in part, for any Generating Site with any Receiving Site within the district. 	<p>6.7.6 Development Planning</p> <p>G. Off-Site Compliance</p> <ol style="list-style-type: none"> 1. Within the USOD, the Planning Board may permit off-site compliance of §6.7.5.A.4 (Commercial Space for Arts & Creative Enterprise uses), §6.7.9.A.1.d (Pedestrian Circulation Space), and Article 13 Inclusionary Housing, in whole or in part, for any Generating Site with any Receiving Site within the district included as part of a Coordinated Development Special Permit application. 	Language edits for consistency
48	n/a	<p>6.7.8 Urban Design Standards</p> <p>G. Land Division</p> <ol style="list-style-type: none"> 1. Development sites must be subdivided with thoroughfares, if necessary, and platted with lots for either buildings or Civic Spaces. 	Clarification of intent
49	<p>6.7.8 Urban Design Standards</p> <p>G. Lots</p> <ol style="list-style-type: none"> 1. To avoid highly irregular lot shapes, lots must be platted to be generally rectilinear, where the side lot lines are within forty-five (45) degrees of perpendicular to the front lot line or to the tangent of a curved front lot line. 	<p>6.7.8 Urban Design Standards</p> <p>G. Lots</p> <ol style="list-style-type: none"> 1. To avoid highly irregular lot shapes, lots must be platted to be generally rectilinear, where the side lot lines are within forty-five (45) degrees of perpendicular to the front lot line or to the tangent of a curved front lot line, and generally straight throughout their length. 	
50	<p>6.7.8 Urban Design Standards</p> <p>G. Pedestrian Streets</p> <ol style="list-style-type: none"> 1. Any lot with frontage on Somerville Avenue, Bow Street, Union Square, Prospect Street, or Washington Street is considered a pedestrian street and subject to the following: <ol style="list-style-type: none"> b. Vehicular access to parking lots, parking structures, loading facilities, and service areas for lots abutting a pedestrian street must be from an Alley or side street and may not be from one of the following streets: Somerville Avenue, Bow Street, Union Square, Prospect Street, or Washington Street. 	<p>6.7.8 Urban Design Standards</p> <p>G. Pedestrian Streets</p> <ol style="list-style-type: none"> 1. Any lot with frontage on Somerville Avenue, Bow Street, Union Square, Prospect Street, or Washington Street is considered a pedestrian street and subject to the following: <ol style="list-style-type: none"> b. Vehicular access to parking lots, structured parking structures, loading facilities, and service areas for lots abutting a pedestrian street must be from an Alley or side street and may not be from one of the following streets: Somerville Avenue, Bow Street, Union Square, Prospect Street, or Washington Street. 	Correction
51	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <ol style="list-style-type: none"> 2. Orientation <ol style="list-style-type: none"> a. Civic spaces must be located to maximize their exposure to the sun as follows: 	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <ol style="list-style-type: none"> 2. Siting and Orientation <ol style="list-style-type: none"> a. Civic spaces must be located sited and oriented to maximize their inherent exposure to the sun as follows: 	Clarification

#	Current Text	Proposed Text	Reasoning
52	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <p>2. Orientation</p> <p>b. Civic spaces may be located without an ideal exposure to the sun by Special Permit.</p> <p>i. In its discretion to approve or deny a Special Permit authorizing a civic space without exposure to the sun, the Planning Board consider the following:</p> <p>(a) The review considerations for all Special Permits as specified in Section 5.1 Special Permits;</p> <p>(b) That the location was the only available option to provide one of the permitted civic space types.</p> <p>(c) Balancing the desire for quality civic spaces against the other objectives of the adopted comprehensive Master Plan of the City of Somerville and other existing policy plans and standards established by the City.</p>	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <p>2. <u>Siting and Orientation</u></p> <p>b. Civic spaces may be <u>located sited and oriented</u> without an ideal exposure to the sun by Special Permit.</p> <p>i. In its discretion to approve or deny a Special Permit authorizing a civic space without <u>an ideal</u> exposure to the sun, the Planning Board <u>may approve the Special Permit application only upon finding</u> <u>consider</u> the following:</p> <p>(a) The review considerations for all Special Permits as specified in Section 5.1 Special Permits;</p> <p>(b) That the <u>proposed</u> location <u>is an ideal site for a civic space despite its orientation and</u> was the only available option to provide one of the permitted civic space types.</p> <p>(c) <u>That Balancing the desire-for-quality siting and orientation of the proposed</u> civic spaces <u>is the only means to achieve against-the</u> other objectives of the adopted comprehensive Master Plan of the City of Somerville and other existing policy plans and standards established by the City.</p> <p>(d) <u>That neighboring buildings of the directly abutting lots do not cast shadows that adversely limit ground level access to sunlight.</u></p>	Clarification of Special Permit intent
53	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <p>7. Landscape</p> <p>d. Trees must be spaced between thirty-five (35) and forty-five (45) feet on center, depending on species or cultivar of tree.</p>	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <p>7. Landscape</p> <p>d. Trees must be spaced between thirty-five (35) and forty-five (45) feet on center, depending on species or cultivar of tree.</p>	Text removed; Standard is applicable to street tree planting, not tree planting in civic spaces.
54	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <p>7. Landscape</p> <p>f. Tree pits must have a minimum thirty-six (36) sq. ft. (such as 6'x6') open soil area, centered at the tree trunk. Planting soil must be provided to a depth of three (3) feet in the tree pit.</p>	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <p>7. Landscape</p> <p>f. Tree pits <u>and planters</u> must have a minimum thirty-six (36) sq. ft. (such as 6'x6') open soil area, centered at the tree trunk. Planting soil must be provided to a depth of three (3) feet in the tree pit <u>or planter</u></p>	Clarification
55	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <p>13. Outdoor Cafes and Commercial Sales</p> <p>a. Outdoor cafes and retail sales within Civic Spaces may be approved by Special Permit.</p>	<p>6.7.9 Civic Space</p> <p>B. General to All Civic Space Types</p> <p>13. Outdoor Cafes & Commercial Sales</p> <p>b. Outdoor cafes and retail sales within Civic Spaces <u>may-be-approved are only permitted</u> by Special Permit.</p>	Clarification
56	N/A	Table 6.7.9 Civic Space Standards	Various dimensional requirements of Table 6.7.9 were edited after reviewing comparable existing civic spaces in Somerville used as models

#	Current Text	Proposed Text	Reasoning
57	<p>6.7.10 Building Standards</p> <p>G. General for All Buildings</p> <p>1. Lot Standards</p> <p>a. Number of Buildings</p> <p>i. One (1) principal Building Type may be built on each lot.</p> <p>b. Lot Lines</p> <p>i. The front lot line of any INTERIOR LOT or KEY LOT is a primary FRONT LOT LINE.</p> <p>ii. For CORNER LOTS, the primary FRONT LOT LINE is designated as follows:</p> <p>(a) Any front lot line Abutting a Block Face designated Section 6.7.6.B.1 is a primary FRONT LOT LINE.</p> <p>(b) For all other CORNER LOTS, the primary FRONT LOT LINE is designated by the property owner, with all remaining FRONT LOT LINES are designated as secondary FRONT LOT LINES.</p> <p>c. Pedestrian Circulation Space</p> <p>i. Pedestrian circulation space is required at ground level as indicated for each Building Type. Pedestrian circulation space is calculated as a percentage of lot area.</p> <p>(a) When the pedestrian circulation space calculation results in less than six thousand (6,000) sf of required space, that space may be provided as one or more of the following:</p> <ol style="list-style-type: none"> 1. Increased sidewalk width; 2. A mid-block passage; 3. A pocket park civic space type; 4. Publicly-accessible courtyard with no less than seventy percent (70%) landscape; or 5. Outdoor recreation facilities. <p>(b) Alternatively, when less than six thousand (6,000) square feet of pedestrian circulation space is required, an in lieu payment may be made for the required space, in whole or in part. The Planning Board shall establish a fee schedule based on the recommendations of the Director of Transportation & Infrastructure in relation to the average cost to acquire and develop land as a civic space.</p> <p>(c) When the pedestrian circulation space calculation results in six thousand (6,000) or more square feet of required space, that space must be provided as one or more civic space types. See Section 6.7.9 Civic Space.</p> <p>(d) Pedestrian circulation space may be provided according to §6.7.6.D Off Site Compliance.</p>	<p>6.7.10 Building Standards Types</p> <p>G. General for All Buildings</p> <p>1. Lot Standards</p> <p>a. Number of Buildings</p> <p>i. One (1) principal Building Type may be built on each lot.</p> <p>b. Lot Lines</p> <p>i. The front lot line of any INTERIOR LOT or KEY LOT is a primary FRONT LOT LINE.</p> <p>ii. For CORNER LOTS, the primary FRONT LOT LINE is designated as follows:</p> <p>(a) Any front lot line abutting a Block-Face designated in Section 6.7.6.B.1 <u>pedestrian street</u> is a primary FRONT LOT LINE. See §6.7.8.F.</p> <p>(b) For all other CORNER LOTS, the primary FRONT LOT LINE is designated by the property owner, with all remaining FRONT LOT LINES are designated as secondary FRONT LOT LINES.</p> <p>c. Pedestrian Circulation Space</p> <p>i. Pedestrian circulation space is required at ground level as indicated for each Building Type. Pedestrian circulation space is calculated as a percentage of lot area.</p> <p>(a) When the pedestrian circulation space calculation results in less than six thousand (6,000) sf of required space, that space may be provided as one or more of the following:</p> <ol style="list-style-type: none"> 1. Increased sidewalk width; 2. A mid-block passage; 3. A pocket park civic space type; 4. Publicly-accessible courtyard with no less than seventy percent (70%) landscape; or 5. Outdoor recreation facilities. <p>(b) Alternatively, when less than six thousand (6,000) square feet of pedestrian circulation space is required, an in lieu payment may be made for the required space, in whole or in part. The Planning Board shall establish a fee schedule based on the recommendations of the Director of Transportation & Infrastructure in relation to the average cost to acquire and develop land as a civic space.</p> <p>(c) When the pedestrian circulation space calculation results in six thousand (6,000) or more square feet of required space, that space must be provided as one or more civic space types. See Section 6.7.9 Civic Space.</p> <p>(d) Pedestrian circulation space may be provided according to §6.7.6.D Off Site Compliance.</p>	<p>Clarification of reference; Pedestrian Circulation Space tool deleted in lieu of a different mechanism for generating land area required for civic spaces</p>
58	<p>6.7.10 Building Standards</p> <p>3. Height and Massing</p> <p>a. Building Height</p> <p>(a) To calculate the number of stories, each story above the Average Ground Level of the lot is counted as one (1) story, except that a single ground story of twenty-five (25) feet or more is counted as two (2) stories.</p>	<p>6.7.10 Building Standards Types</p> <p>3. Height and Massing</p> <p>a. Building Height</p> <p>(a) To calculate the number of stories, each story above the Average Ground Level of the lot is counted as one (1) story, except that a single <u>ground</u> story of twenty-five (25) feet or more is counted as two (2) stories.</p> <p>(b) <u>Any story, excluding the ground story, with a mezzanine or loft is counted as two (2) stories.</u></p> <p>(c) <u>Interstitial space between stories is counted as an additional story if the space has a walking surface, permanent lighting, a ceiling height of seven feet six inches (7'6") or more, or is accessed via a stairwell or elevator door.</u></p>	<p>New text to control onerous story heights that would add additional unintended building height</p>
59	<p>6.7.10 Building Standards</p> <p>3. Height and Massing</p> <p>d. Height Exceptions</p>	<p>6.7.10 Building Standards Types</p> <p>3. Height and Massing</p> <p>d. <u>Building</u> Height Exceptions</p>	<p>Clarification</p>

#	Current Text	Proposed Text	Reasoning
60		<p>6.7.10 Building Standards Types</p> <p>3. Height and Massing</p> <p>e. <u>Story Height</u></p> <p>i. <u>Story height is measured from the top of the finished floor to the ceiling above.</u></p> <p>ii. <u>Minimum ground story ceiling height applies to the first thirty (30) feet of any ground story space intended for a commercial tenant, measured inward from the facade, and for at least 50% of each ground story space in total.</u></p> <p>iii. <u>Upper story ceiling height applies to each upper story in total.</u></p>	Clarification of how story height is measured
61	<p>6.7.10 Building Standards</p> <p>A. General for All Types</p> <p>4. Uses & Features</p> <p>c. Fenestration</p> <p>(a) Facades are required to have windows and doors with highly transparent, low reflectivity glass for a percentage of the total area of a facade, measured for each story independently, as indicated for each Building Type. This requirement for may be relaxed for upper stories by Special Permit.</p> <p>1. In its discretion to approve or deny a Special Permit authorizing the relaxation from the use of highly transparent, low reflectivity glass, the Planning Board shall make the following findings:</p> <p>a) The findings for all Special Permits as specified in Section 5.1 Special Permits.</p> <p>b) That the use of higher reflectivity glass does not cause visual impairment or discomfort due to reflective spot glare in the public realm and/or solar heat buildup in any nearby buildings.</p> <p>c) That the energy efficiency gains provided by higher reflectivity glass could not be obtained through other means.</p> <p>(b) Fenestration of a ground story facade is measured between two (2) feet and twelve (12) feet above the Abutting sidewalk.</p> <p>(c) Fenestration of an upper story facade is measured from the top of a finished floor to the top of the finished floor above.</p>	<p>6.7.10 Building Standards Types</p> <p>A. General for All Types</p> <p>4. Uses & Features</p> <p>c. Fenestration</p> <p>(a) Facades are required to have windows and doors with highly transparent, low reflectivity glass for a percentage of the total area of a facade, measured for each story independently, as indicated for each Building Type. This requirement for may be relaxed for upper stories by Special Permit.</p> <p>1. In its discretion to approve or deny a Special Permit authorizing the relaxation from the use of highly transparent, low reflectivity glass, the Planning Board shall make the following findings:</p> <p>a) The findings for all Special Permits as specified in Section 5.1 Special Permits.</p> <p>b) That the use of higher reflectivity glass does not cause visual impairment or discomfort due to reflective spot glare in the public realm and/or solar heat buildup in any nearby buildings.</p> <p>c) That the energy efficiency gains provided by higher reflectivity glass could not be obtained through other means.</p> <p>(b) Fenestration of a ground story facade is measured between two (2) feet and twelve (12) feet above the Abutting sidewalk.</p> <p>(c) Fenestration of an upper story facade is measured from the top of a finished floor to the top of the finished floor above.</p> <p>(a) <u>Fenestration must be provided as indicated for each building type and is calculated as a percentage of the area of a facade. See Section 5.7.6.C.</u></p> <p>1. <u>Ground story fenestration is measured between two (2) feet and twelve (12) feet above the Abutting sidewalk.</u></p> <p>2. <u>Upper story fenestration is measured independently for each story, from the top of a finished floor to the top of the finished floor above.</u></p> <p>(b) <u>Fenestration enclosed with glazing may be included in the calculation if it meets the following criteria.</u></p> <p>1. <u>For ground story fenestration, glazing must have a minimum 60% Visible Light Transmittance (VLT) and no more than 15% Visible Light Reflectance (VLR).</u></p> <p>2. <u>For upper story fenestration, glazing must have must have a minimum of 40% VLT and no more than 15% VLR.</u></p>	Fenestration standard rewritten to comply with M.G.L.40A. Objective transparency standard added for glass and Special Permit removed as a result.
62	<p>6.7.10 Building Standards</p> <p>A. General for All Types</p> <p>4. Uses & Features</p> <p>b. Building Components</p> <p>i. Building components are accessory features that increase the habitable square footage or enhance the usefulness of a building and permitted as indicated for each Building Type.</p>	<p>6.7.10 Building Standards Types</p> <p>A. General for All Types</p> <p>4. Uses & Features</p> <p>b. Building Components</p> <p>i. Building components are accessory features that increase the habitable square footage or enhance the usefulness of a building and <u>are</u> permitted as indicated for each Building Type.</p>	Corrected

#	Current Text	Proposed Text	Reasoning																																								
63	<p>6.7.10 Building Standards A. General for All Types 5. Dimensional Compliance a. Development may deviate up to five (5) percent from the building width; point tower width, depth, and diagonal; façade build out; fenestration; entrance spacing; and commercial space depth standards identified for each Building type in Section 6.7.10.C by Special Permit.</p>	<p>6.7.10 Building Standards Types A. General for All Types 5. Dimensional Compliance a. Development may deviate up to five (5) percent (5%) from the building width; point tower width, depth, and diagonal; façade build out; fenestration; entrance spacing; and commercial space depth standards identified for each Building type in Section 6.7.10.C by Special Permit.</p>	Corrected Formatting																																								
64	<p>6.7.10 Building Standards A. Specific to Each Building Type 1. Apartment Building – a multi-story Building Type limited to residential uses.</p>	<table border="1"> <tr> <td>Façade Build Out, Primary (min)</td> <td>80%</td> <td>80%</td> </tr> <tr> <td>Façade Build Out, Secondary (min)</td> <td>65%</td> <td>65%</td> </tr> <tr> <td>Floor Plate (max)</td> <td>15,000</td> <td>20,000</td> </tr> <tr> <td>Building Height (min)</td> <td>2 3 stories</td> <td>2 3 stories</td> </tr> <tr> <td>Building Height (max)</td> <td>4 stories</td> <td>5 stories</td> </tr> <tr> <td>Ground Story Ceiling Height (min)</td> <td>14 ft</td> <td>14 ft</td> </tr> <tr> <td>Upper Story Ceiling Height (min)</td> <td>9 ft</td> <td>9 ft</td> </tr> </table>	Façade Build Out, Primary (min)	80%	80%	Façade Build Out, Secondary (min)	65%	65%	Floor Plate (max)	15,000	20,000	Building Height (min)	2 3 stories	2 3 stories	Building Height (max)	4 stories	5 stories	Ground Story Ceiling Height (min)	14 ft	14 ft	Upper Story Ceiling Height (min)	9 ft	9 ft	Clarifications of Dimensional Standards; Additional Dimensional Standard "Façade Build Out, Secondary (min)" added; Minor Adjustments to better reflect Neighborhood Plan																			
Façade Build Out, Primary (min)	80%	80%																																									
Façade Build Out, Secondary (min)	65%	65%																																									
Floor Plate (max)	15,000	20,000																																									
Building Height (min)	2 3 stories	2 3 stories																																									
Building Height (max)	4 stories	5 stories																																									
Ground Story Ceiling Height (min)	14 ft	14 ft																																									
Upper Story Ceiling Height (min)	9 ft	9 ft																																									
65	<p>6.7.10 Building Standards A. Specific to Each Building Type 2. General Building – a multi story Building Type with ground floor commercial uses.</p>	<table border="1"> <tr> <td>Façade Build Out, Primary (min)</td> <td>80%</td> <td>80%</td> <td>80%</td> </tr> <tr> <td>Façade Build Out, Secondary (min)</td> <td>65%</td> <td>65%</td> <td>65%</td> </tr> <tr> <td>Floor Plate (max)</td> <td>15,000 sf</td> <td>20,000 sf</td> <td>30,000 sf</td> </tr> <tr> <td>Building Height (min)</td> <td>2 3 stories</td> <td>2 3 stories</td> <td>4 3 stories</td> </tr> <tr> <td>Building Height (max)</td> <td>4 stories</td> <td>5 stories</td> <td>6 stories</td> </tr> <tr> <td>Ground Story Ceiling Height (min)</td> <td>14 ft</td> <td>14 ft</td> <td>14 ft</td> </tr> <tr> <td>Upper Story Ceiling Height (min)</td> <td>9 ft</td> <td>9 ft</td> <td>9 ft</td> </tr> </table>	Façade Build Out, Primary (min)	80%	80%	80%	Façade Build Out, Secondary (min)	65%	65%	65%	Floor Plate (max)	15,000 sf	20,000 sf	30,000 sf	Building Height (min)	2 3 stories	2 3 stories	4 3 stories	Building Height (max)	4 stories	5 stories	6 stories	Ground Story Ceiling Height (min)	14 ft	14 ft	14 ft	Upper Story Ceiling Height (min)	9 ft	9 ft	9 ft	Clarifications of Dimensional Standards; Additional Dimensional Standard "Façade Build Out, Secondary (min)" added; Minor Adjustments to better reflect Neighborhood Plan												
Façade Build Out, Primary (min)	80%	80%	80%																																								
Façade Build Out, Secondary (min)	65%	65%	65%																																								
Floor Plate (max)	15,000 sf	20,000 sf	30,000 sf																																								
Building Height (min)	2 3 stories	2 3 stories	4 3 stories																																								
Building Height (max)	4 stories	5 stories	6 stories																																								
Ground Story Ceiling Height (min)	14 ft	14 ft	14 ft																																								
Upper Story Ceiling Height (min)	9 ft	9 ft	9 ft																																								
66	<p>6.7.10 Building Standards A. Specific to Each Building Type 3. Commercial Building - A multi-story Building Type limited to commercial uses.</p>	<table border="1"> <tr> <td>Façade Build Out, Primary (min)</td> <td>80%</td> <td>80%</td> <td>80%</td> <td>80%</td> </tr> <tr> <td>Façade Build Out, Secondary (min)</td> <td>65%</td> <td>65%</td> <td>65%</td> <td>65%</td> </tr> <tr> <td>Floor Plate (max)</td> <td>30,000</td> <td>15,000</td> <td>20,000</td> <td>30,000</td> </tr> <tr> <td>Building Height, Primary Frontage (min)</td> <td>4 stories</td> <td>2 stories</td> <td>2 stories</td> <td>4 stories</td> </tr> <tr> <td>Building Height, Secondary Frontage (min)</td> <td>3 stories</td> <td>N/A</td> <td>N/A</td> <td>N/A</td> </tr> <tr> <td>Building Height (max)</td> <td>Varies by CC District Map Designation</td> <td>4 stories</td> <td>5 stories</td> <td>10 stories</td> </tr> <tr> <td>Ground Story Ceiling Height (min)</td> <td>14 ft</td> <td>14 ft</td> <td>14 ft</td> <td>14 ft</td> </tr> <tr> <td>Upper Story Ceiling Height (min)</td> <td>9 ft</td> <td>9 ft</td> <td>9 ft</td> <td>9 ft</td> </tr> </table>	Façade Build Out, Primary (min)	80%	80%	80%	80%	Façade Build Out, Secondary (min)	65%	65%	65%	65%	Floor Plate (max)	30,000	15,000	20,000	30,000	Building Height, Primary Frontage (min)	4 stories	2 stories	2 stories	4 stories	Building Height, Secondary Frontage (min)	3 stories	N/A	N/A	N/A	Building Height (max)	Varies by CC District Map Designation	4 stories	5 stories	10 stories	Ground Story Ceiling Height (min)	14 ft	14 ft	14 ft	14 ft	Upper Story Ceiling Height (min)	9 ft	9 ft	9 ft	9 ft	Clarifications of Dimensional Standards; Additional Dimensional Standard "Façade Build Out, Secondary (min)" added; Minor Adjustments to better reflect Neighborhood Plan
Façade Build Out, Primary (min)	80%	80%	80%	80%																																							
Façade Build Out, Secondary (min)	65%	65%	65%	65%																																							
Floor Plate (max)	30,000	15,000	20,000	30,000																																							
Building Height, Primary Frontage (min)	4 stories	2 stories	2 stories	4 stories																																							
Building Height, Secondary Frontage (min)	3 stories	N/A	N/A	N/A																																							
Building Height (max)	Varies by CC District Map Designation	4 stories	5 stories	10 stories																																							
Ground Story Ceiling Height (min)	14 ft	14 ft	14 ft	14 ft																																							
Upper Story Ceiling Height (min)	9 ft	9 ft	9 ft	9 ft																																							
67	<p>6.7.10 Building Standards A. Specific to Each Building Type 4. Lab Building – a multi-story Building Type purpose built for laboratory and research & development uses.</p>	<table border="1"> <tr> <td>Building Width (max)</td> <td>200 240 ft</td> <td>200 240 ft</td> </tr> <tr> <td>Façade Build Out, Primary (min)</td> <td>80%</td> <td>80%</td> </tr> <tr> <td>Façade Build Out, Secondary (min)</td> <td>65%</td> <td>65%</td> </tr> <tr> <td>Floor Plate (max)</td> <td>35,000</td> <td>35,000</td> </tr> <tr> <td>Building Height (min)</td> <td>4 3 stories</td> <td>4 3 stories</td> </tr> <tr> <td>Building Height (max) (fronting onto Webster St. or Somerville Ave.)</td> <td>varies*</td> <td>9 stories (7-stories)</td> </tr> <tr> <td>Ground Story Ceiling Height (min)</td> <td>14 ft</td> <td>14 ft</td> </tr> <tr> <td>Upper Story Ceiling Height (min)</td> <td>9 ft</td> <td>9 ft</td> </tr> </table>	Building Width (max)	200 240 ft	200 240 ft	Façade Build Out, Primary (min)	80%	80%	Façade Build Out, Secondary (min)	65%	65%	Floor Plate (max)	35,000	35,000	Building Height (min)	4 3 stories	4 3 stories	Building Height (max) (fronting onto Webster St. or Somerville Ave.)	varies*	9 stories (7-stories)	Ground Story Ceiling Height (min)	14 ft	14 ft	Upper Story Ceiling Height (min)	9 ft	9 ft	Clarifications of Dimensional Standards; Additional Dimensional Standard "Façade Build Out, Secondary (min)" added; Minor Adjustments to better reflect Neighborhood Plan																
Building Width (max)	200 240 ft	200 240 ft																																									
Façade Build Out, Primary (min)	80%	80%																																									
Façade Build Out, Secondary (min)	65%	65%																																									
Floor Plate (max)	35,000	35,000																																									
Building Height (min)	4 3 stories	4 3 stories																																									
Building Height (max) (fronting onto Webster St. or Somerville Ave.)	varies*	9 stories (7-stories)																																									
Ground Story Ceiling Height (min)	14 ft	14 ft																																									
Upper Story Ceiling Height (min)	9 ft	9 ft																																									

#	Current Text	Proposed Text	Reasoning																												
68	<p>6.7.10 Building Standards</p> <p>A. Specific to Each Building Type</p> <p>5. Podium Tower Building – a multi story Building Type composed of a residential point tower above a mid-rise podium building.</p>	<table border="1"> <tr> <td>Façade Build Out, <u>Primary</u> (min)</td> <td>80%</td> </tr> <tr> <td>Façade Build Out, <u>Secondary</u> (min)</td> <td>55%</td> </tr> <tr> <td>Floor Plate (max)</td> <td>-</td> </tr> <tr> <td>Podium</td> <td>35,000</td> </tr> <tr> <td>Point Tower</td> <td>10,000</td> </tr> <tr> <td>Building Height (min)</td> <td>4 3 stories</td> </tr> <tr> <td>Building Height (max)</td> <td>-</td> </tr> <tr> <td>Podium</td> <td>6 stories</td> </tr> <tr> <td>Point Tower</td> <td>20 stories total (14 additional)</td> </tr> <tr> <td>Point Tower Dimensions (max)</td> <td>-</td> </tr> <tr> <td>Width/Depth</td> <td>100 ft</td> </tr> <tr> <td>Diagonal</td> <td>142 ft</td> </tr> <tr> <td>Ground Story <u>Ceiling</u> Height (min)</td> <td>14 ft</td> </tr> <tr> <td>Upper Story <u>Ceiling</u> Height (min)</td> <td>9 ft</td> </tr> </table>	Façade Build Out, <u>Primary</u> (min)	80%	Façade Build Out, <u>Secondary</u> (min)	55%	Floor Plate (max)	-	Podium	35,000	Point Tower	10,000	Building Height (min)	4 3 stories	Building Height (max)	-	Podium	6 stories	Point Tower	20 stories total (14 additional)	Point Tower Dimensions (max)	-	Width/Depth	100 ft	Diagonal	142 ft	Ground Story <u>Ceiling</u> Height (min)	14 ft	Upper Story <u>Ceiling</u> Height (min)	9 ft	<p>Clarifications of Dimensional Standards; Additional Dimensional Standard "Façade Build Out, Secondary (min)" added; Minor Adjustments to better reflect Neighborhood Plan</p>
Façade Build Out, <u>Primary</u> (min)	80%																														
Façade Build Out, <u>Secondary</u> (min)	55%																														
Floor Plate (max)	-																														
Podium	35,000																														
Point Tower	10,000																														
Building Height (min)	4 3 stories																														
Building Height (max)	-																														
Podium	6 stories																														
Point Tower	20 stories total (14 additional)																														
Point Tower Dimensions (max)	-																														
Width/Depth	100 ft																														
Diagonal	142 ft																														
Ground Story <u>Ceiling</u> Height (min)	14 ft																														
Upper Story <u>Ceiling</u> Height (min)	9 ft																														
69	<p>6.7.10 Building Standards</p> <p>A. Specific to Each Building Type</p> <p>6. Lined Parking Garage – A multi-story, structured parking facility lined and/or capped by other permitted Building Types. See Table 6.7.8 (A) and the individual tables for each Building Type.</p>	<table border="1"> <tr> <td>Building <u>Width</u> Dimensions (max)</td> <td>200 ft x 360 ft (Including Liner Buildings)</td> </tr> <tr> <td>Façade Build Out, <u>Primary</u> (min)</td> <td>80%</td> </tr> <tr> <td>Façade Build Out, <u>Secondary</u> (min)</td> <td>55%</td> </tr> <tr> <td>Building <u>Width</u> (max)</td> <td>200 ft (Including Liner Buildings)</td> </tr> <tr> <td>Building <u>Length</u> (max)</td> <td>360 ft (Including Liner Buildings)</td> </tr> <tr> <td>Floor Plate</td> <td>n/a</td> </tr> <tr> <td>Building Height (min)</td> <td>2 3 stories</td> </tr> <tr> <td>Building Height (max)</td> <td>5 stories (other Building Types may be added above)</td> </tr> <tr> <td>Ground Story <u>Ceiling</u> Height (min)</td> <td>Per Liner Building Type</td> </tr> <tr> <td>Upper Story <u>Ceiling</u> Height (min)</td> <td>Per Liner Building Type</td> </tr> <tr> <td>Façade Composition</td> <td></td> </tr> <tr> <td>Ground Story Fenestration (min)</td> <td>Per Liner Building Type</td> </tr> <tr> <td>Upper Story Fenestration (min)</td> <td>Per Liner Building Type or 20% min; 50% max</td> </tr> </table>	Building <u>Width</u> Dimensions (max)	200 ft x 360 ft (Including Liner Buildings)	Façade Build Out, <u>Primary</u> (min)	80%	Façade Build Out, <u>Secondary</u> (min)	55%	Building <u>Width</u> (max)	200 ft (Including Liner Buildings)	Building <u>Length</u> (max)	360 ft (Including Liner Buildings)	Floor Plate	n/a	Building Height (min)	2 3 stories	Building Height (max)	5 stories (other Building Types may be added above)	Ground Story <u>Ceiling</u> Height (min)	Per Liner Building Type	Upper Story <u>Ceiling</u> Height (min)	Per Liner Building Type	Façade Composition		Ground Story Fenestration (min)	Per Liner Building Type	Upper Story Fenestration (min)	Per Liner Building Type or 20% min; 50% max	<p>Clarifications of Dimensional Standards; Additional Dimensional Standard "Façade Build Out, Secondary (min)" added; Minor Adjustments to better reflect Neighborhood Plan</p>		
Building <u>Width</u> Dimensions (max)	200 ft x 360 ft (Including Liner Buildings)																														
Façade Build Out, <u>Primary</u> (min)	80%																														
Façade Build Out, <u>Secondary</u> (min)	55%																														
Building <u>Width</u> (max)	200 ft (Including Liner Buildings)																														
Building <u>Length</u> (max)	360 ft (Including Liner Buildings)																														
Floor Plate	n/a																														
Building Height (min)	2 3 stories																														
Building Height (max)	5 stories (other Building Types may be added above)																														
Ground Story <u>Ceiling</u> Height (min)	Per Liner Building Type																														
Upper Story <u>Ceiling</u> Height (min)	Per Liner Building Type																														
Façade Composition																															
Ground Story Fenestration (min)	Per Liner Building Type																														
Upper Story Fenestration (min)	Per Liner Building Type or 20% min; 50% max																														
70	<p>6.7.10 Building Standards</p> <p>G. Building Components</p> <p>1. Specific to Each Component Type</p> <p>a. Bay</p> <p>i. A bay is a building component consisting of a window assembly extending from the main body of a building to permit increased light, multi-direction views, and articulate a buildings facade.</p> <p>ii. Bays must have a foundation extend all the way to ground level or be visually supported by brackets or other architectural supports.</p> <p>iii. Bays projecting over the sidewalk of a public thoroughfare must have two (2) stories of clearance and require compliance with all City Ordinances.</p> <p>b. Entry Canopy</p> <p>i. An Entrance Canopy is a building component that consists of a wall-mounted structure providing shade and weather protection over the entrance of a building.</p>	<p>6.7.10 Building Standards Types</p> <p>G. Building Components</p> <p>2. Specific to Each Component Type</p> <p>a. Bay <u>Window</u></p> <p>i. A bay <u>window</u> is a building component consisting of a window assembly extending from the main body of a building to permit increased light, multi-direction views, and articulate a buildings facade.</p> <p>ii. Bay <u>windows</u> must have a foundation extend all the way to ground level or be visually supported by brackets or other architectural supports.</p> <p>iii. Bay <u>windows</u> projecting over the sidewalk of a public thoroughfare must have two (2) stories of clearance and require compliance with all City Ordinances.</p> <p>b. Entry Canopy</p> <p>i. An <u>Entrance Entry</u> Canopy is a building component that consists of a wall-mounted structure providing shade and weather protection over the entrance of a building.</p>	<p>Clarification</p>																												

#	Current Text	Proposed Text	Reasoning
71	<p>6.7.10 Building Standards</p> <p>G. Frontage Types</p> <p>2. Specific to Each Frontage Type</p> <p>a. Lightwell</p> <p>iv. Below grade spaces are required to have windows and doors with highly transparent, low reflectivity glass.</p>	<p>6.7.10 Building Standards Types</p> <p>G. Frontage Types</p> <p>2. Specific to Each Frontage Type</p> <p>b. Lightwell</p> <p>iv. Below grade spaces are required to have windows and doors with highly transparent, low reflectivity glass.</p> <p>v. Fenestration may be enclosed with glazing that has a minimum 60% Visible Light Transmittance (VLT) and no more than 15% Visible Light Reflectance (VLR) for below grade commercial uses and a minimum of 40% VLT and no more than 15% VLR for below grade residential uses.</p>	Made consistent with rewritten fenestration standards
72	<p>6.7.10 Building Standards</p> <p>G. Frontage Types</p> <p>2. Specific to Each Frontage Type</p> <p>d. Lobby Entrance</p> <p>i. A Lobby Entrance is a Frontage Type featuring a sidewalk-grade principal entrance providing access to upper story uses of a building.</p> <p>ii. Lobby entrances must be well defined, clearly visible, and universally accessible from the Abutting sidewalk.</p> <p>iii. When a lobby entrance is setback from the front lot line, the setback area must be paved to match the Abutting sidewalk.</p> <p>iv. Lobby entrances should be made clearly identifiable using a difference in design from the rest of the facade.</p> <p>v. Lobby entrances should include weather protection, such as an awning or canopy.</p>	<p>6.7.10 Building Standards Types</p> <p>G. Frontage Types</p> <p>2. Specific to Each Frontage Type</p> <p>d. Lobby Entrance</p> <p>i. A Lobby Entrance is a Frontage Type featuring a sidewalk-grade principal entrance providing access to upper story uses of a building.</p> <p>ii. Lobby entrances must be well defined, clearly visible, and universally accessible from the Abutting sidewalk.</p> <p>iii. When a lobby entrance is setback from the front lot line, the setback area must be paved. to match the Abutting sidewalk.</p> <p>iv. Lobby entrances should be made clearly identifiable using a difference in design from the rest of the facade.</p> <p>v. Lobby entrances should include weather protection, such as an awning or canopy.</p>	Deleted text moved to Design Guidelines
73	<p>6.7.10 Building Standards</p> <p>G. Frontage Types</p> <p>2. Specific to Each Frontage Type</p> <p>e. Storefront</p> <p>i. A Storefront is a Frontage Type conventional for retail and eating & drinking establishments featuring an sidewalk-grade principal entrance accessing an individual ground story space with substantial display windows for the display of goods, services, and signs.</p> <p>ii. When storefronts are setback from the front lot line, the frontage must be paved to match the Abutting sidewalk.</p> <p>iii. Open ended, operable awnings are encouraged for weather protection.</p> <p>iv. Bi-fold glass windows and doors and other storefront systems that open to permit a flow of customers between interior and exterior space are encouraged.</p>	<p>6.7.10 Building Standards Types</p> <p>G. Frontage Types</p> <p>2. Specific to Each Frontage Type</p> <p>e. Storefront</p> <p>i. A Storefront is a Frontage Type conventional for retail and eating & drinking establishments featuring an sidewalk-grade principal entrance accessing an individual ground story space with substantial display windows for the display of goods, services, and signs.</p> <p>ii. When storefronts are setback from the front lot line, the frontage must be paved to match the Abutting sidewalk.</p> <p>iii. Open ended, operable awnings are encouraged for weather protection.</p> <p>iv. Bi-fold glass windows and doors and other storefront systems that open to permit a flow of customers between interior and exterior space are encouraged.</p>	Deleted text moved to Design Guidelines
74	<p>6.7.10 Building Standards</p> <p>G. Outdoor Amenity Space</p> <p>1. General</p> <p>a. At least one (1) outdoor Amenity Space is required for each dwelling unit.</p> <p>b. Outdoor Amenity Spaces may include balconies, patios, roof decks and roof terraces.</p> <p>c. Each outdoor Amenity Space must provide at least twenty-four (24) square feet of seating area.</p> <p>d. Apartment Building, General Building, and Mid-Rise Podium Tower Building Types may provide shared outdoor Amenity Space, provided that the space includes the total seating area required for each unit that the shared space is meant to serve.</p>	<p>6.7.10 Building Standards Types</p> <p>G. Outdoor Amenity Space</p> <p>1. General</p> <p>a. At least one (1) Outdoor Amenity Space is required for each dwelling unit.</p> <p>b. Outdoor Amenity Spaces may include balconies, patios, roof decks and roof terraces.</p> <p>c. Each outdoor Amenity Space must provide at least twenty-four (24) square feet of seating furniture area.</p> <p>d. Apartment Building, General Building, and Mid-Rise Podium Tower Building Types may provide shared outdoor Amenity Space, provided that the space includes the total seating furniture area required for each unit that the shared space is meant to serve.</p>	Made consistent with defined term.

#	Current Text	Proposed Text	Reasoning
75	<p>6.7.10 Building Standards</p> <p>G. Building Design</p> <p>1. Purpose</p> <p>a. To ensure building facades are divided and articulated into pedestrian-scaled increments.</p> <p>b. To require vertical articulation and modulation of facades that breaks down and visually minimizes the apparent mass of buildings, enhances orientation, and adds visual interest to the public realm.</p> <p>c. To require horizontal articulation of facades that enhances the quality and definition of the public realm, visually anchors buildings to the ground, and relates the building to the pedestrian, at the base, to the immediate context of surrounding buildings, at the middle, and completes the composition of facade, at the top, with visual interest.</p> <p>d. To ensure storefront design that invites interaction, enlivens the pedestrian environment, and provides a secondary, more intimate, source of lighting at night.</p> <p>e. To provide appropriate privacy and level of natural light into buildings, especially residential point towers.</p> <p>f. To ensure that tall buildings so not adversely impact the public realm through shadow, wind or glare.</p> <p>g. To ensure buildings are designed and constructed to be environmentally sustainable.</p>	<p>6.7.10 Building Standards <u>Types</u></p> <p>G. Building Design <u>Standards</u></p> <p>1. Purpose</p> <p>a. To ensure building facades are divided and articulated into pedestrian-scaled increments.</p> <p>b. To require vertical articulation and modulation of facades that breaks down and visually minimizes the apparent mass of buildings, enhances orientation, and adds visual interest to the public realm.</p> <p>c. To require horizontal articulation of facades that enhances the quality and definition of the public realm, visually anchors buildings to the ground, and relates the building to the pedestrian, at the base, to the immediate context of surrounding buildings, at the middle, and completes the composition of facade, at the top, with visual interest.</p> <p>d. To ensure storefront design that invites interaction, enlivens the pedestrian environment, and provides a secondary, more intimate, source of lighting at night.</p> <p>e. To provide appropriate privacy and level of natural light into buildings, especially residential point towers.</p> <p>f. To ensure that tall buildings so not adversely impact the public realm through shadow, wind or glare.</p> <p>g. To ensure buildings are designed and constructed to be environmentally sustainable.</p>	<p>Clarification of subsection headings; Purposed statements rewritten into design guidelines</p>

#	Current Text	Proposed Text	Reasoning
76	<p>6.7.10 Building Standards G. Building Design</p> <p>1. Façade Design</p> <p>a. Buildings in the Mid-Rise 4 and Mid-Rise 5 District that are greater than one hundred (100) feet in width must be designed to read as a series of smaller buildings with varied architectural design.</p> <p>b. Vents, exhausts, and other utility features on building facades must be architecturally integrated into the design of the building.</p> <p>c. All building facades must provide surface relief through the use of balconies, Bay Windows, cladding, columns, corner boards, cornices, door surrounds, moldings, piers, pilasters, sills, sign bands, windows, and other architectural features that either recess or project from the average plane of the facade by at least four (4) inches.</p> <p>d. All building FACADES must be vertically articulated with Architectural Bays between six (6) feet and fifty (50) feet in width. Architectural Bays should generally align with storefront and lobby frontages of the ground floor of the building.</p> <p>e. For Apartment Building, General Building, and Mid-Rise Podium Tower Building Types, facades must be horizontally articulated with a clearly defined base, middle, and top. The following standards apply:</p> <p>i. The bottom one to three stories of a facade must be visually integrated as an appropriately scaled expression of the building's base. The base must be visually differentiated from the stories above by including the following:</p> <p>(a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression; and</p> <p>(b) a change in color, building material, or pattern of FENESTRATION.</p> <p>ii. The central portion of each FACADE must include at least two (2) stories that are visually integrated as an expression of the building's middle.</p> <p>iii. The top one to three stories of each FACADE must be visually integrated as an appropriately scaled expression of the building's top. The top must be visually differentiated from the stories below by</p> <p>(a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression;</p> <p>(b) a change in color, building material, or pattern of FENESTRATION; and</p> <p>(c) a cornice, parapet, roof element, or change in massing to cap the composition.</p> <p>iv. Horizontal articulation may differ for each individual massing element and each facade of a building.</p> <p>f. For Commercial Building and Lab Building Types, facades must be horizontally articulated with a clearly defined base that visually supports the upper stories of the building. The following standards apply:</p> <p>i. The bottom one to three stories of each facade must be visually integrated as an appropriately scaled expression of the building's base. The base must be visually differentiated from the stories above by including the following:</p> <p>(a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression; and</p> <p>(b) a change in color, building material, or pattern of FENESTRATION.</p> <p>ii. It is recommended that the top one to three stories of each FACADE be visually integrated as an appropriately scaled expression of the building's top. The top should be visually differentiated from the stories below by</p> <p>(a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression; and</p> <p>(b) a change in color, building material, pattern of FENESTRATION; and</p> <p>(c) a cornice, parapet, roof element, or change in massing to cap the composition.</p> <p>iii. Horizontal articulation may differ for each individual massing element and each facade of a building.</p> <p>g. For all Building Types, fenestration must be aligned vertically and horizontally to provide structure to the composition of the facade. The FENESTRATION pattern may differ between each horizontal element (base, middle, and top) of a building.</p> <p>h. Compliance with individual provisions of items d, e, f, and g, of this Section 6.7.10.G, may be increased by Special Permit.</p> <p>i. In its discretion to approve or deny a Special Permit to deviate from the compliance with facade design provisions, the Planning Board shall make the following findings:</p> <p>(a) That the findings for all Special Permits specified in Section 5.1 Special Permits have been met; and</p> <p>(b) That the deviation from compliance will create a design that is superior to a design that meets the facade design provisions.</p> <p>(c) That the facade design adds visual interest to the public realm, relates the building to the pedestrian and to the context of surrounding buildings, enlivens the pedestrian environment, does not adversely impact the public realm, and is constructed to be environmentally sustainable.</p>	<p>6.7.10 Building Standards G. Building Design</p> <p>1. Façade Design</p> <p>a. Buildings in the Mid-Rise 4 and Mid-Rise 5 District that are greater than one hundred (100) feet in width must be designed to read as a series of smaller buildings with varied architectural design.</p> <p>b. Vents, exhausts, and other utility features on building facades must be architecturally integrated into the design of the building.</p> <p>c. All building facades must provide surface relief through the use of balconies, Bay Windows, cladding, columns, corner boards, cornices, door surrounds, moldings, piers, pilasters, sills, sign bands, windows, and other architectural features that either recess or project from the average plane of the facade by at least four (4) inches.</p> <p>d. All building FACADES must be vertically articulated with Architectural Bays between six (6) feet and fifty (50) feet in width. Architectural Bays should generally align with storefront and lobby frontages of the ground floor of the building.</p> <p>e. For Apartment Building, General Building, and Mid-Rise Podium Tower Building Types, facades must be horizontally articulated with a clearly defined base, middle, and top. The following standards apply:</p> <p>i. The bottom one to three stories of a facade must be visually integrated as an appropriately scaled expression of the building's base. The base must be visually differentiated from the stories above by including the following:</p> <p>(a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression; and</p> <p>(b) a change in color, building material, or pattern of FENESTRATION.</p> <p>ii. The central portion of each FACADE must include at least two (2) stories that are visually integrated as an expression of the building's middle.</p> <p>iii. The top one to three stories of each FACADE must be visually integrated as an appropriately scaled expression of the building's top. The top must be visually differentiated from the stories below by</p> <p>(a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression;</p> <p>(b) a change in color, building material, or pattern of FENESTRATION; and</p> <p>(c) a cornice, parapet, roof element, or change in massing to cap the composition.</p> <p>iv. Horizontal articulation may differ for each individual massing element and each facade of a building.</p> <p>f. For Commercial Building and Lab Building Types, facades must be horizontally articulated with a clearly defined base that visually supports the upper stories of the building. The following standards apply:</p> <p>i. The bottom one to three stories of each facade must be visually integrated as an appropriately scaled expression of the building's base. The base must be visually differentiated from the stories above by including the following:</p> <p>(a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression; and</p> <p>(b) a change in color, building material, or pattern of FENESTRATION.</p> <p>ii. It is recommended that the top one to three stories of each FACADE be visually integrated as an appropriately scaled expression of the building's top. The top should be visually differentiated from the stories below by</p> <p>(a) a cornice, band, or other architectural feature(s) that creates a horizontal line of expression; and</p> <p>(b) a change in color, building material, pattern of FENESTRATION; and</p> <p>(c) a cornice, parapet, roof element, or change in massing to cap the composition.</p> <p>iii. Horizontal articulation may differ for each individual massing element and each facade of a building.</p> <p>g. For all Building Types, fenestration must be aligned vertically and horizontally to provide structure to the composition of the facade. The FENESTRATION pattern may differ between each horizontal element (base, middle, and top) of a building.</p> <p>h. Compliance with individual provisions of items d, e, f, and g, of this Section 6.7.10.G, may be increased by Special Permit.</p> <p>i. In its discretion to approve or deny a Special Permit to deviate from the compliance with facade design provisions, the Planning Board shall make the following findings:</p> <p>(a) That the findings for all Special Permits specified in Section 5.1 Special Permits have been met; and</p> <p>(b) That the deviation from compliance will create a design that is superior to a design that meets the facade design provisions.</p> <p>(c) That the facade design adds visual interest to the public realm, relates the building to the pedestrian and to the context of surrounding buildings, enlivens the pedestrian environment, does not adversely impact the public realm, and is constructed to be environmentally sustainable.</p>	<p>Section deleted and rewritten as Design Guidelines to inform the Design Review process; Items a., b., and c. relocated (see below)</p>

#	Current Text	Proposed Text	Reasoning
77	<p>6.7.10 Building Standards G. Building Design</p> <ol style="list-style-type: none"> 1. Purpose (deleted) 2. Facade Design (deleted) 	<p>6.7.10 Building Standards Types G. Building Design Standards</p> <ol style="list-style-type: none"> 1. Contextual Design <ol style="list-style-type: none"> a. Buildings in the Mid-Rise 4 and Mid-Rise 5 district that are greater than one hundred (100) feet in width must be designed to read as two (2) or more buildings with varied architectural design. b. The upper stories of any building in the High-Rise district fronting onto Somerville Avenue, Prospect Street, Washington Street, or Webster Street that exceeds five (5) stories in height must step back at either the 3rd, 4th, or 5th story at least ten (10) feet from the façade of the stories below. 2. Facades <ol style="list-style-type: none"> a. All building facades must provide surface relief through the use of balconies, Bay Windows, cladding, columns, corner boards, cornices, door surrounds, moldings, piers, pilasters, sills, sign bands, windows, and other architectural features that either recess or project from the average plane of the facade by at least four (4) inches. b. Vents, exhausts, and other utility features on building facades must be architecturally integrated into the design of the building. 	Relocated text; New text to produce step-backs across some smaller scale development added as item 1.b
78	<p>6.7.10 Building Standards G. Building Design</p> <ol style="list-style-type: none"> 5. Storefronts <ol style="list-style-type: none"> c. Where height permits, transom windows should be included above storefront doors and display windows to allow natural daylight to penetrate into the interior space. d. When present, awnings and canopies must be mounted between storefront columns, pilasters, or piers; above doorway and window openings; and below the fascia/ frieze and transom window bars. g. If present, drainage systems must be architecturally integrated into the design of the building facade. 	<p>6.7.10 Building Standards G. Building Design</p> <ol style="list-style-type: none"> 5. Storefronts <ol style="list-style-type: none"> c. Where height permits, transom windows should be included above storefront doors and display windows to allow <u>additional</u> natural daylight to penetrate into the interior space. d. When present, awnings and canopies must be mounted between storefront columns, pilasters, or piers; above doorway and window openings; and below the fascia/frieze of a storefront sign band, and transom window bars. g. If present, drainage systems must be architecturally integrated into the design of the building facade. 	Clarifications; Item g. Moved
79	<p>6.7.10 Building Standards G. Building Design</p> <ol style="list-style-type: none"> 3. High-Rise Buildings <ol style="list-style-type: none"> a. Towers <ol style="list-style-type: none"> iii. Environmental Performance <ol style="list-style-type: none"> (a) Shadows cast by high-rise buildings may not substantially, adversely limit ground level access to sunlight on sidewalks and civic and recreation spaces. (b) Pedestrian level wind velocities may not exceed acceptable levels for various activities existing or proposed at particular locations. (c) Buildings may not cause visual impairment or discomfort due to reflective spot glare and/or solar heat buildup in any nearby buildings. 	<p>6.7.10 Building Standards G. Building Design</p> <ol style="list-style-type: none"> 3. High-Rise Buildings <ol style="list-style-type: none"> a. Towers <ol style="list-style-type: none"> iii. Environmental Performance <ol style="list-style-type: none"> (a) Shadows cast by high-rise buildings may not substantially, adversely limit ground level access to sunlight on sidewalks and civic and recreation spaces. (b) Pedestrian level wind velocities may not exceed acceptable levels for various activities existing or proposed at particular locations. (c) Buildings may not cause visual impairment or discomfort due to reflective spot glare and/or solar heat buildup in any nearby buildings. 	Moved. See #80 below.
80	N/A	<p>6.7.10 Building Standards G. Building Design</p> <ol style="list-style-type: none"> 5. Environmental Performance <ol style="list-style-type: none"> a. <u>Shadows cast by high-rise buildings may not substantially, adversely limit ground level access to sunlight on sidewalks and Civic Spaces.</u> b. <u>Pedestrian level wind velocities may not exceed acceptable levels for various activities existing or proposed at particular locations.</u> c. <u>Buildings may not cause visual impairment or discomfort due to reflective spot glare in the public realm or solar heat buildup in any nearby buildings.</u> 	Relocated. See #79 above.

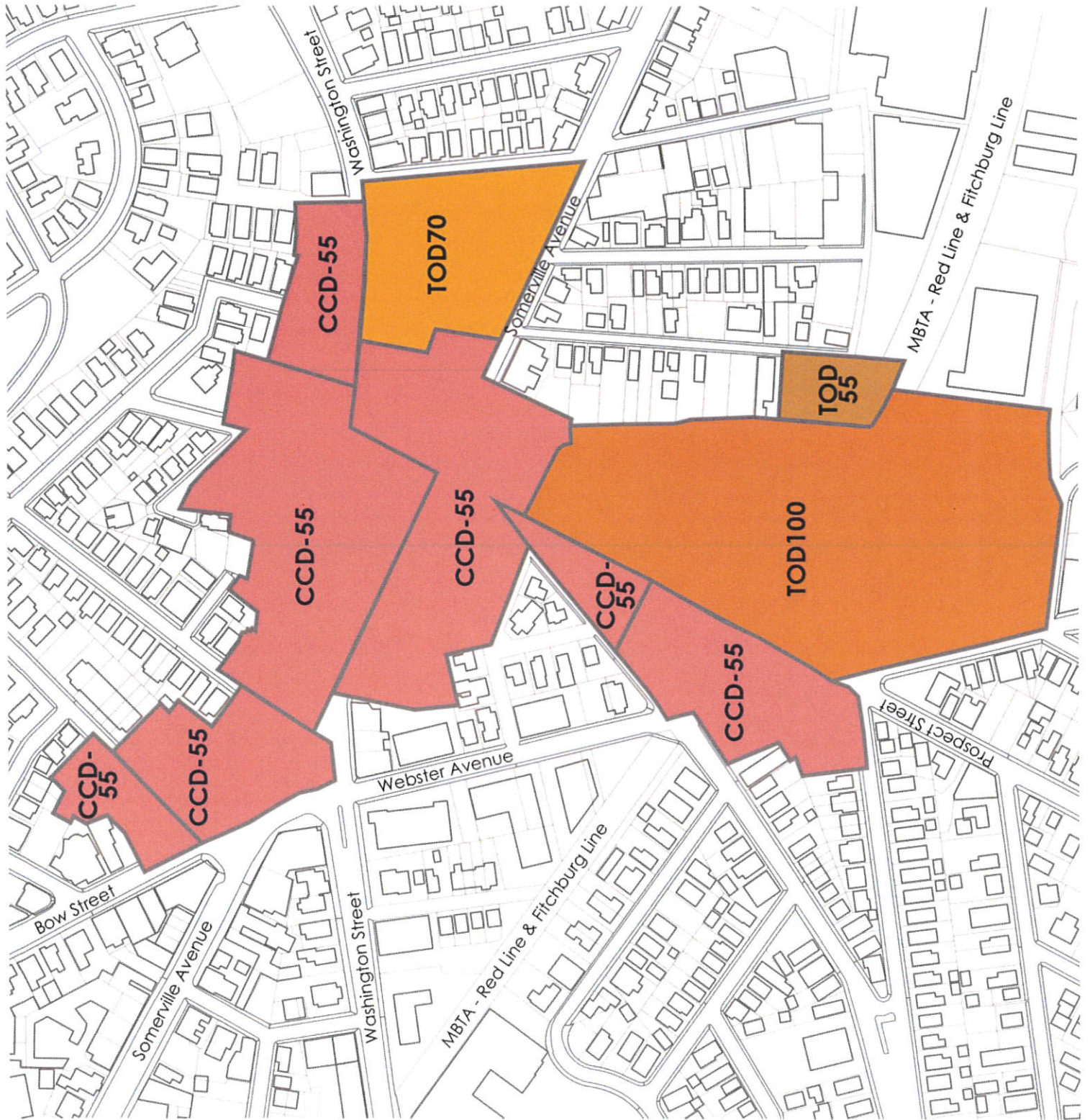
#	Current Text	Proposed Text	Reasoning
81	<p>6.7.10 Building Standards G. Architectural Design Guidelines</p>	<p>1 <u>In the absence of official Union Square Architectural Design Guidelines adopted by the Planning Board, the following shall inform the Design Review process required for all development within the USOD.</u></p> <p>a. <u>Vertical & Horizontal Articulation</u></p> <ul style="list-style-type: none"> i. <u>Building facades should be vertically articulated with Architectural Bays to visually break down and minimize the apparent mass of buildings, shorten the perception of distance/length, provide structure to the composition and disposition of fenestration, enhance pedestrian orientation, and add visual interest to the public realm.</u> ii. <u>Architectural bays should be derived, in general, from the building's structural bay spacing.</u> iii. <u>Architectural bays should have buttresses, pilasters, columns, or piers that extend either all the way to the ground or to the cornice and sideband of ground level storefronts.</u> iv. <u>Architectural bays should align, in general, with individual or groups of storefront and lobby entrance frontages of the ground story of a building.</u> v. <u>Building facades should be horizontally articulated with a clearly defined base, middle, and top. Visual differentiation between the base, middle, and top should be achieved using a cornice, band, or other architectural feature(s) that visually indicates a horizontal line of expression and creates surface relief, depth, and shadow.</u> vi. <u>In most circumstances, the vertical buttresses, pilasters, columns, or piers of Architectural Bays should always project further and be uninterrupted by any horizontal elements of a facade, excluding the cornice, band, or other architectural feature(s) used to differentiate the base, middle, and top of a building from one another.</u> <p>b. <u>Fenestration</u></p> <ul style="list-style-type: none"> i. <u>Changes in fenestration patterns should be used to help differentiate the base, middle, and top of buildings.</u> ii. <u>Within the base, middle, and top of a building, Fenestration should align vertically within each architectural bay and horizontally across each story of a building.</u> iii. <u>Upper stories should have a window to wall area proportion that is lower than that of the ground floor.</u> iv. <u>Windows should be punched into walls and glass should be inset from exterior wall surfaces.</u> v. <u>Series of windows set side by side to form a continuous horizontal band across a facade (aka 'ribbon windows') should be avoided.</u> vi. <u>Solid wall materials should be used to frame groups of windows to reduce the perceived scale of a building.</u> <p>c. <u>Materials</u></p> <ul style="list-style-type: none"> i. <u>The palette of wall materials and colors used for a building should be kept to a minimum, preferably three. Similar wall materials as found on adjacent or nearby buildings should be used to strengthen district character and provide continuity and unity between buildings of divergent size, scale, and architectural styles.</u> ii. <u>Acceptable wall materials include architectural concrete or precast concrete panels, natural or cast stone, curtain wall and heavy gage metal panel, and brick. Value added materials such as natural or cast stone, concrete, glazed or unglazed architectural terracotta, and brick should be used as wall materials where pedestrians closely encounter and interact with buildings.</u> iii. <u>Exterior Insulation and Finish Systems (EIFS) should never be used for the base of a building.</u> iv. <u>Horizontal or vertical board siding and shingles, whether wood, metal, plastic (vinyl), masonry, or composite materials, should only be used for smaller scale apartment buildings.</u> v. <u>Two or more wall materials should be combined only one above the other. Wall materials appearing heavier in weight should be used below wall materials appearing lighter in weight.</u> vi. <u>Building wall materials that are lighter in color, tint, or shade should be used for the lower floors of a building, with materials darker in color, tint, or shade used above.</u> vii. <u>If a building's massing and pattern of fenestration is complex, simple or flat wall materials should be used; if a building's massing and pattern of fenestration is simple, walls should include additional texture and surface relief.</u> viii. <u>Side and rear building elevations that are visible from the public realm should have a level of trim and finish that is compatible with the facade of the building.</u> ix. <u>Balconies should have either metal railing or glass quadrail systems.</u> <p>d. <u>Storefronts</u></p> <ul style="list-style-type: none"> i. <u>The design of storefronts should invite interaction, enliven the pedestrian environment, and provide a secondary, more intimate source of lighting at night.</u> ii. <u>Monotonous and repetitive storefront and sign designs and types should be avoided.</u> iii. <u>Where a pedestrian street intersects with a side street, commercial spaces should wrap the corner and include at least one storefront bay on the side street.</u> iv. <u>Awnings are encouraged for each storefront to provide weather protection for pedestrians and storefront display areas. Awnings should be open-ended, and operable.</u> v. <u>Bi-fold glass windows and doors and other storefront systems that open to permit a flow of customers between interior and exterior space are encouraged.</u> <p>e. <u>Entrances</u></p> <ul style="list-style-type: none"> i. <u>Principal entrances should be optimally located, well defined, clearly visible, and universally accessible from the adjacent sidewalk.</u> ii. <u>Each ground floor use should have an individual entrance with direct access onto a sidewalk.</u> iii. <u>Storefront doors should not obstruct pedestrians walking past or alongside a building.</u> iv. <u>Lobby entrances required for upper story uses should be limited in width (frontage) and separate from the entrance for any ground floor uses.</u> v. <u>Features such as a double-height ceiling, distinctive doorway, decorative lighting, recessed facade, or a change in paving material within the setback area should be used to make lobbies for upper story commercial uses distinctive while preserving floor space for other ground floor uses.</u> <p>f. <u>Details</u></p> <ul style="list-style-type: none"> i. <u>Exterior lighting (building, storefront, and landscape) should be integrated into the design of the building, create a sense of safety, and encourage pedestrian activity at night through layers of light that contribute to the nighttime experience.</u> ii. <u>Exterior lighting should relate to pedestrians and accentuate major architectural or landscape features, but should be shielded to reduce glare and eliminate light being cast into the night sky.</u> iii. <u>The upper portions of buildings, especially high-rise buildings, should provide visual interest and a variety in detail and texture to the skyline.</u> iv. <u>Mechanical and utility equipment should be integrated into the architectural design of the building or screened from public view. Penthouses should be integrated with the buildings architecture, and not appear as foreign structures unrelated to the building they serve.</u> v. <u>Ventilation intakes/exhausts should be located to minimize adverse effects on pedestrian comfort along the sidewalk and within outdoor spaces.</u> vi. <u>Buildings at terminated vistas should be articulated with design features that function as focal points to create memorable views that add to the character and enhance the aesthetics of the neighborhood.</u> vii. <u>Architectural details, ornamentation, and articulations should be used with building fenestration to create a harmonious composition that is consistent throughout the building, so that the building appears as a unified whole and not as a collection of unrelated parts that adds to the impression of bulk.</u> 	<p>Design 'standards' for buildings were converted into guidelines to inform the Design Review Process</p>

#	Current Text	Proposed Text	Reasoning
82	N/A	<p>6.7.11 Use Provisions E. Use Tables</p> <ol style="list-style-type: none"> 1. <u>Use categories are identified in the first column of the use table and zoning sub-districts are identified by name in the top row of the table.</u> 2. <u>Permitted Uses (Y): Uses identified with a "Y" are permitted by-right in the zoning district indicated upon the granting of a zoning permit certifying when conforming to all applicable provisions of this Ordinance.</u> 3. <u>Special Permit Uses (SP): Uses identified with an "SP" are permitted in the zoning district indicated if granted a Special Permit. Uses permitted by special permit must comply with any applicable use-specific standards in addition to all other applicable provisions of this Ordinance.</u> 4. <u>Prohibited Uses (N): Uses identified with an "N" are prohibited.</u> 5. <u>Use categories not expressly listed on the use table are prohibited.</u> 	Relocated. See #84 below.
83	<p>6.7.11 Use Provisions G. Use Restrictions</p> <ol style="list-style-type: none"> 1. Large Floor Plate Uses <ol style="list-style-type: none"> a. Unless otherwise specified, any single ground floor Commercial Service or Retail use greater than ten thousand (10,000) leasable square footage requires a Special Permit. i. In its discretion to approve or deny a special permit authorizing a consumer service or retail sales use over ten thousand (10,000) square feet in gross floor area, the review board shall consider the following: 	<p>6.7.11 Use Provisions G. Use Restrictions</p> <ol style="list-style-type: none"> 1. Large Floor Plate Uses <ol style="list-style-type: none"> a. Unless otherwise specified, any single ground floor Commercial Service or Retail use greater than ten thousand (10,000) leasable square footage requires a Special Permit. i. In its discretion to approve or deny a special permit authorizing a consumer service or retail sales use over ten thousand (10,000) square feet in gross floor area, the review board Planning Board shall consider the following: 	Correction
84	<p>6.7.11 Use Provisions I. Use Tables</p> <ol style="list-style-type: none"> 1. Use categories, subcategories, and/or specific uses are identified in the first column of the use table and zoning sub-districts are identified by name in the top row of the table. 2. Permitted Uses (Y): Uses identified with a "Y" are permitted by-right in the zoning district indicated upon the granting of a zoning permit certifying when conforming to all applicable provisions of this Ordinance. 3. Special Permit Uses (SP): Uses identified with an "SP" are permitted in the zoning district indicated if granted a Special Permit. Uses permitted by special permit must comply with any applicable use-specific standards in addition to all other applicable provisions of this Ordinance. 4. Prohibited Uses (N): Uses identified with an "N" are prohibited. 5. Use categories not expressly listed on the use table are prohibited. 	<p>6.7.11 Use Provisions J. Use Tables</p> <ol style="list-style-type: none"> 1. Use categories, subcategories, and/or specific uses are identified in the first column of the use table and zoning sub-districts are identified by name in the top row of the table. 2. Permitted Uses (Y): Uses identified with a "Y" are permitted by-right in the zoning district indicated upon the granting of a zoning permit certifying when conforming to all applicable provisions of this Ordinance. 3. Special Permit Uses (SP): Uses identified with an "SP" are permitted in the zoning district indicated if granted a Special Permit. Uses permitted by special permit must comply with any applicable use-specific standards in addition to all other applicable provisions of this Ordinance. 4. Prohibited Uses (N): Uses identified with an "N" are prohibited. 5. Use categories not expressly listed on the use table are prohibited. 	Moved. See #82 above.
85	<p>6.7.11 Development Standards</p> <ol style="list-style-type: none"> 3. Mechanical Equipment <ol style="list-style-type: none"> a. Roof-Mounted <ol style="list-style-type: none"> i. Mechanical equipment and elevator/stairwell penthouses must be screened from ground level view from Abutting properties, public thoroughfares (not including an Alley), and civic spaces by a parapet wall or other screening structure. 	<p>6.7.12 Development Standards</p> <ol style="list-style-type: none"> 3. Mechanical Equipment <ol style="list-style-type: none"> a. Roof-Mounted <ol style="list-style-type: none"> i. Mechanical equipment and elevator/stairwell penthouses must be screened from ground level view from Abutting properties, public thoroughfares (not including excluding an Alley), and civic spaces by a parapet wall or other screening structure. 	Clarification
86	n/a	<p>6.7.13 Parking & Loading G. Motor Vehicle Parking</p> <ol style="list-style-type: none"> 3. Mid-Rise Districts <ol style="list-style-type: none"> c. <u>Off-street motor vehicle parking spaces must be rented or leased as an option rather than a requirement of the rental, lease, or purchase of a dwelling unit or non-residential floor space.</u> 	New text; Clarification of intent for unbundled parking to apply in all districts

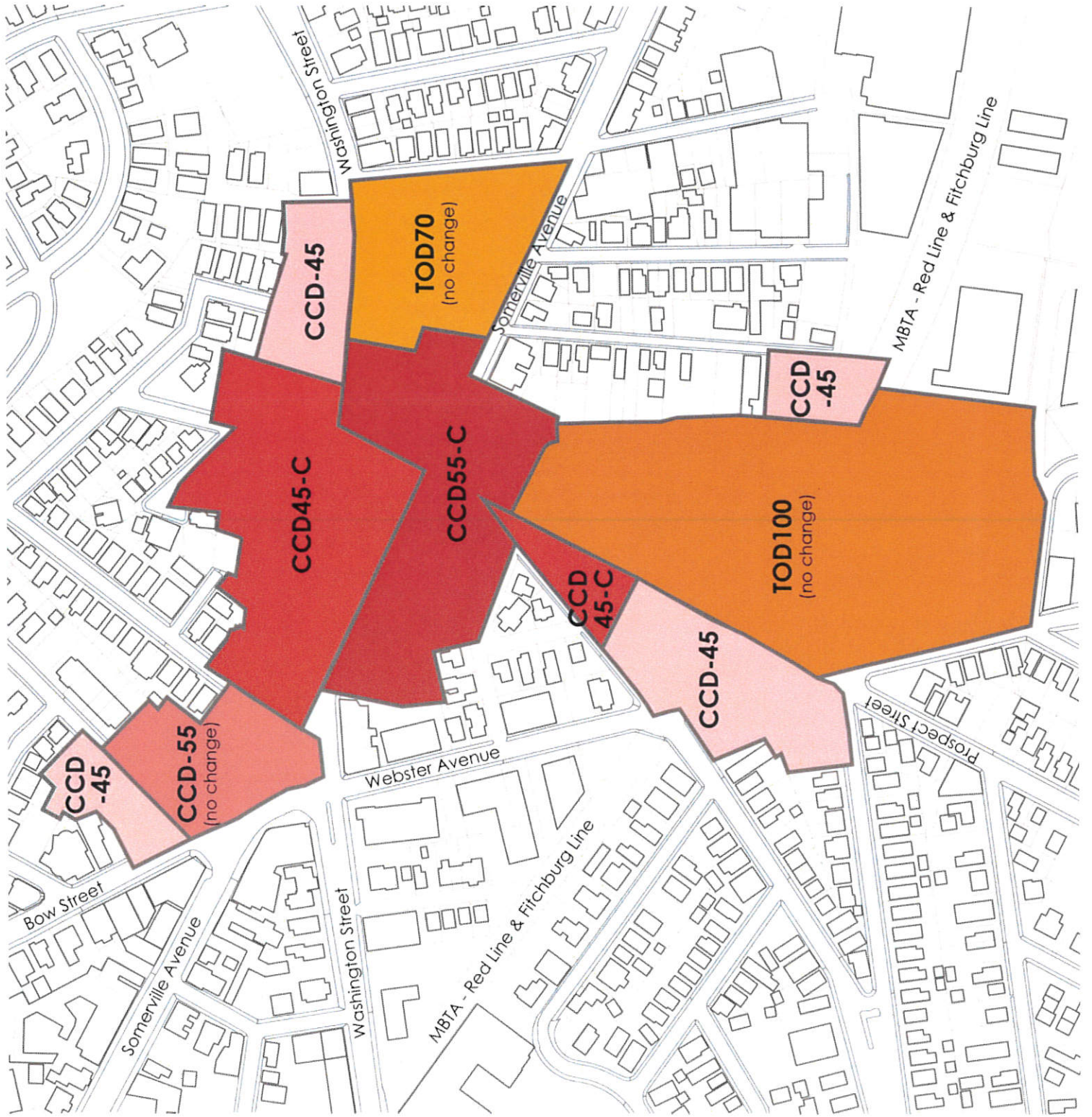
#	Current Text	Proposed Text	Reasoning
87	<p>6.7.13 Parking & Loading</p> <p>A. Motor Vehicle Parking</p> <p>5. Adjustments</p> <p>a. The maximum number of off-street parking spaces serving development within the USOD (§6.7.13.1) and the maximum number of "reserved" spaces for the exclusive use by a specific motor vehicle(s) beyond the hours when that motor vehicle(s) is parked in said space(s) (§6.7.13.3.b.i) may be increased by Special Permit.</p> <p>i. In its discretion to approve or deny a Special Permit authorizing an increase in the maximum number of off-street parking spaces serving development within the USOD or the maximum number of "reserved" spaces for the exclusive use by a specific motor vehicle(s) beyond the hours when that motor vehicle(s) is parked in said space(s) the Planning Board the Planning Board shall make the following findings:</p>	<p>6.7.13 Parking & Loading</p> <p>A. Motor Vehicle Parking</p> <p>5. Adjustments</p> <p>a. The maximum number of off-street parking spaces serving development within the USOD (§6.7.13.1) and the maximum number of "reserved" spaces for the exclusive use by a specific motor vehicle(s) beyond the hours when that motor vehicle(s) is parked in said space(s) (§6.7.13.3.b.i) may be increased by Special Permit.</p> <p>i. In its discretion to approve or deny a Special Permit authorizing an increase in the maximum number of off-street parking spaces serving development within the USOD or the maximum number of "reserved" spaces for the exclusive use by a specific motor vehicle(s) beyond the hours when that motor vehicle(s) is parked in said space(s) the Planning Board the Planning Board shall may make the following findings approve the Special Permit application only upon finding the following:</p>	Clarification
88	<p>6.7.14 Mobility Management</p> <p>H. Standards for Programs & Services</p> <p>1. Transportation management plans may include, but are not limited to, any or all of the following:</p> <p>f. On-Site Services</p> <p>3. Concierge Services: an employee of an Ancillary, hotel or office building providing services to residents or employees.</p>	<p>Mobility Management</p> <p>H. Standards for Programs & Services</p> <p>1. Transportation management plans may include, but are not limited to, any or all of the following:</p> <p>f. On-Site Services</p> <p>3. Concierge Services: an employee of an Ancillary, hotel or office building a building or use providing services to residents or employees.</p>	Clarification

6

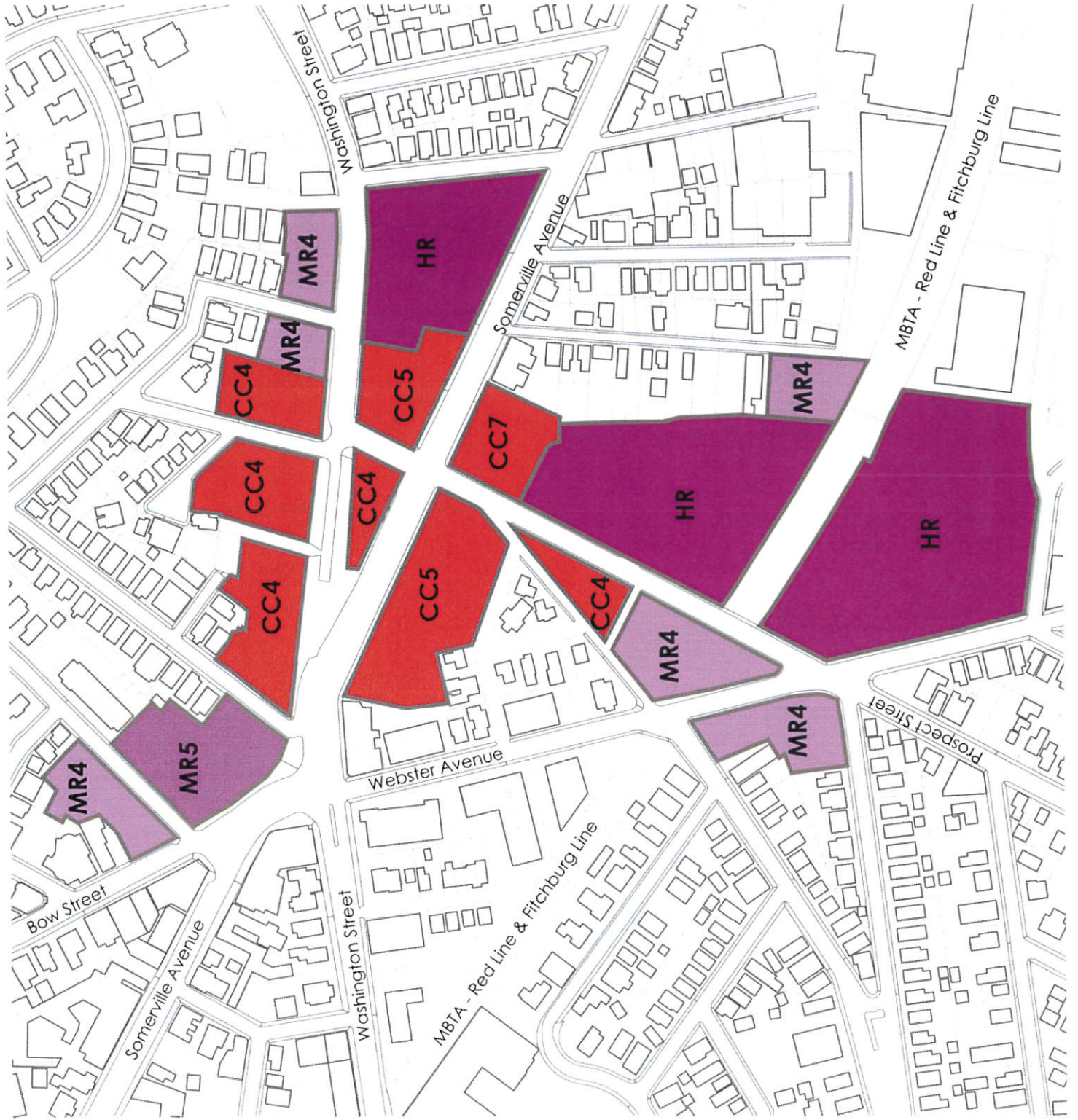
2009 Zoning Districts



**Amended
Base
Districts**



Overlay



7



CITY OF SOMERVILLE, MASSACHUSETTS
MAYOR'S OFFICE OF STRATEGIC PLANNING & COMMUNITY DEVELOPMENT
JOSEPH A. CURTATONE
MAYOR

MICHAEL F. GLAVIN
EXECUTIVE DIRECTOR

PLANNING DIVISION STAFF

GEORGE PROAKIS, *DIRECTOR OF PLANNING*
SARAH LEWIS, SENIOR PLANNER
SARAH WHITE, PLANNER
ALEX MELLO, PLANNER
DAWN PEREIRA, ADMINISTRATIVE ASSISTANT

MEMBERS

KEVIN PRIOR, *CHAIR*
JOSEPH FAVALORO, *CLERK*
DOROTHY A. KELLY GAY
MICHAEL A. CAPUANO, ESQ.
REBECCA LYN COOPER
GERARD AMARAL, *ALT.*

November 10, 2016

The Honorable Board of Aldermen
City Hall
93 Highland Avenue
Somerville, MA 02143

Re: Zoning Amendment: A proposed new article 16B in the City's zoning ordinance, with attendant zoning map changes to establish a minimum mixed use ratio (MMUR) in designated areas.

Dear Honorable Board of Aldermen:

In keeping with its lawful responsibilities, the Planning Board submits to your Honorable Board its recommendation on an ordinance to establish a Minimum Mixed Use Ratio in designated areas.

On October 18, 2016, at 6:00 p.m. the Planning Board and Land Use Committee of the Board of Aldermen jointly held a duly advertised public hearing in the Aldermanic Chambers in City Hall. The purpose of the hearing was to solicit public comments on the proposed amendment and to evaluate the amendment in the context of testimony received and information provided by the Planning Staff at the hearing.

PUBLIC HEARING

At the public hearing on October 18, 2016, Alderman Whilte introduced the ordinance. He spoke about the importance of commercial development for the future tax base of the City.

George Proakis, Director of Planning, provided the Planning Staff's perspective on the application. Mr. Proakis indicated that the staff supports the idea of a Mixed Use Ratio when applied to new growth

districts like Boynton Yards and Inner Belt, but had concerns about the ordinance as written. Staff concerns were as follows:

- With the Union Square zoning pending, passage of the overlay would likely make an additional mixed-use ratio over the Union Square parcels redundant.
- The proposal establishes a minimum commercial ratio of 68%. This number exceeds SomerVision targets, based upon any measurements that have been completed by Planning Division staff to implement the Plan.
- The proposal omits industrial space, maker space, art studio space, retail space and hotels from the commercial side of the equation.
- Areas of Brickbottom and Innerbelt on the proposed map are currently zoned IA (industrial). These areas already do not permit residential development. Despite portions of these areas being included in the map, the ordinance would not be triggered in these areas, as long as no residential use is possible.

A number of members of the public spoke on the ordinance as well.

The Planning Board left the public hearing open for written comments until October 28, 2016.

FOLLOW UP MEETING

After the public hearing was closed, the Planning Board held a public meeting to discuss the amendment on November 3, 2016. After further discussing the ordinance, the Planning Board made a recommendation for the Land Use Committee to consider in their deliberations.

RECOMMENDATION

Following due consideration, at the meeting on November 3, 2016, Rebeca Lyn Cooper made a motion to **RECOMMEND CONSIDERATION OF THE ITEMS BELOW:**

1. That the Board of Aldermen defer adoption of the Minimum Mixed Use Ratio and incorporate the concept into the full overhaul of the Somerville Zoning Ordinance;
2. That further study be completed to determine the appropriate percentage for the minimum mixed use ratio; and,
3. That some form of enforcement mechanism be included to ensure that commercial development is prioritized as development phases are built out.

Dorothy Kelly Gay seconded the motion.

The motion carried 5-0.

Sincerely,



Kevin Prior
Chair

8



CITY OF SOMERVILLE, MASSACHUSETTS
LAW DEPARTMENT

November 29, 2016

Honorable Board of Aldermen
City Hall
93 Highland Avenue
Somerville, MA 02143

Re: That the City Solicitor appear before the Land Use Committee to Explain the Threshold Requiring a New Notice and Hearing

Board Order No. 202357

Dear Honorable Board Members:

You have asked this office to provide a legal opinion as to the standard to determine whether changing the text of a proposed zoning ordinance amendment, after its public hearing, requires an additional public hearing. In my opinion, the applicable standard is whether the changes are of a fundamental character, change the identity of the proposal, or whether they were designed merely to perfect the proposal.

MGL c. 40A, s. 5 governs the procedure for the adoption of zoning ordinances, and states that a planning board and the city council (or committee designated by it) shall hold a public hearing on a proposed zoning amendment. The purpose of the public hearing "is to obtain public sentiment so that proper revision can be made." Doliner v. Town Clerk of Millis, 343 Mass. 10, 13 (1961)(quoting pretrial judge). In reviewing an amended zoning map following a public hearing, the Court held that there is "nothing in the statute requiring another hearing whenever, after one hearing, the board decides to amend what had previously been proposed. The amendments were not a fundamental character. They did not change the identity of the proposal before the board. They were designed merely to perfect that proposal..." Town of Burlington v. Dunn, 318 Mass. 216 (1945)(emphasis added). *Also See M. Bobrowski, Mass. Land Use and Planning Law*, s. 3.02[C](3)("some leeway" in textual changes under flexible standard in Dunn case).

Please contact me if you have any additional questions.

Very truly yours,

Jason D. Grossfield
Assistant City Solicitor

cc: Mayor Joseph A. Curtatone
George Proakis, Dir. of Planning and Zoning
John Long, City Clerk

9



CITY OF SOMERVILLE, MASSACHUSETTS
MAYOR'S OFFICE OF STRATEGIC PLANNING & COMMUNITY DEVELOPMENT
JOSEPH A. CURTATONE
MAYOR

MICHAEL F. GLAVIN
EXECUTIVE DIRECTOR

MEMORANDUM

To: Somerville Board of Aldermen

From: Thomas F. Galligani, Jr., Economic Development Director

RE: SUITABILITY OF I-CUBED AS AN INFRASTRUCTURE FINANCING TOOL FOR UNION SQUARE

Date: November 29, 2016

At a recent meeting of the Board of Aldermen Land Use Committee, a question was posed about the suitability of the Commonwealth's I-Cubed program as tool to fund the infrastructure investments needed in Union Square. The tool is an important and potentially critical tool to fund large-scale infrastructure investments with tax revenues generated from catalytic large-scale development projects. At this point in time, the project planned by US2 is not ripe enough to meet the Commonwealth's ridged requirements for a competitive and fundable I-Cubed project. The Union Square development project simply is not ready for I-Cubed at this time.

Background

The Commonwealth's innovated Infrastructure Investment Incentive (I-Cubed) Program, established by the Commonwealth of Massachusetts in 2006 and amended in 2008, is a program designed to generate private investment and economic growth from large-scale development projects. The tool creates a partnership among a developer, a host community and the Commonwealth. The tool helps municipalities and developers to fund substantial public infrastructure projects that stimulate private development and creates new jobs. New state revenue generated by the private development, including income taxes from new jobs, sales taxes from new retail uses and hotel-motel rooms occupancy fees from new hotels is used to pay off the principal and interest on I-Cubed bonds issued by the Commonwealth. Before issuance, the state must be satisfied that it will receive new tax revenues from the private project that the infrastructure will support equal to 1.5 times the cost of to service the bonds. Should the project fail to generate sufficient state tax revenue to support the debt obligation, the local municipality is required reimburse the Commonwealth for the amount of the shortfall. The program is similar to the District Improvement Financing (DIF) program, which instead uses local property tax revenue generated from the private development to pay off bonds issued by the municipality.

One of the first I-Cubed projects financed in the Commonwealth was Assembly Row in Somerville. In 2009 the City and Federal Realty Investment Trust submitted an I-Cubed application to the Commonwealth that sought a \$10M Commonwealth-issued bond to fund public infrastructure for the first phase of Assembly Row (since amended to provide another \$30M). The project has exceeded its initial revenue targets, generating over \$650,000 in annual new revenue for the Commonwealth and more than \$7M in one-time construction tax revenue for the Commonwealth.

A central requirement of the I-Cubed program is project readiness. Back in 2009, the Assembly Row project included a ready developer and a large tenant (IKEA) which was poised to generate substantial new jobs and sales tax revenue that could meet I-Cubed debt obligations. The project also had received local land use permits and was ready to be initiated. Despite subsequent project changes since 2009, the project retained the state tax revenue generators that have continued to pay off all I-Cubed debt obligations.

The Union Square project is not ready in the eyes of the I-Cubed program. There are no tenants available today that provide the necessary surety to the Commonwealth that new state tax revenues are ready to pay off a substantial infrastructure bond. Project permitting has not yet been initiated. As the readiness of the Union Square project evolves over the next few years, I-Cubed may be reevaluated for consideration.

CC:

Michael Glavin, Director of OSPCD
George Proakis, Planning Director, OSPCD