

## **Introduction**

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

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

## **How to read this Document**

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

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**Village Center Overlay District (VCOD)**

1. Applicability.

1.1. General

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

2. Village Center Overlay District (VCOD)

2.1. District Intent.

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

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<sup>1</sup> The VCOD is designed to be an "opt in" overlay district.

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

**2.2. District Purpose.**

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

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

**2.3. Definitions**

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

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

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

2.4. Development Review

A. Applicability.

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

B. Approval Process.<sup>3</sup>

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

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

2.5. Dimensional Standards<sup>4</sup>

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

<sup>3</sup> A Special Permit is only allowed where explicitly stated.

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

A. Lot Standards

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

B. Building Standards

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

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

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

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

## 2.6. Development and Design Standards

### A. Lot Design Standards

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

#### 1. Building Placement

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

#### 2. Number of Buildings

- a. Multiple buildings are permitted on each lot.

#### 3. Building Separation

<sup>6</sup> This incentivizes public space along the street and varied building design.



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

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

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

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

**Village Center Overlay District (VCOD)**

- iii. The slope of any pitch must be no greater than 14:12 (49 degrees); otherwise, this story is counted as a full story.
  - iv. The roof rafters must intersect the wall plate or top of wall frame of the exterior walls at a height no more than two (2) feet above the finished floor of the half-story; otherwise, this story is counted as a full story.
  - v. Dormers must comply with requirements in Sec. 1.5.4.G.
4. Half-Story Step-Back
- a. A required distance that certain upper stories of a building must be recessed from the plane of the facade of the stories below.
    - i. Required Step-Backs must be provided for all stories as specified in the Building Standards for each VCOD tier.
    - ii. Buildings on any lot with a Lot Width of Less than seventy (70) feet are exempt for the upper story Step-Back requirement along the Side Lot Line.
    - iii. Buildings on any lot with an average lot depth less than seventy (70) feet are exempt from the upper story Step-Back requirement along the Rear Lot Line.
5. Building Footprint
- a. Buildings must comply with the maximum Building Footprint as specified in the Building Standards for each VCOD tier. Building Footprint is measured as defined in Definitions.
  - b. Building Footprint includes all enclosed spaces whether for habitation or storage. Any parking area that is covered by a roof is included in the Building Footprint.
  - c. Bays, Awnings, Balconies, and Canopies do not count towards the Building Footprint.
  - d. The City Council may grant a Special Permit to allow an increase as specified for each VCOD tier to the maximum Building Footprint by finding that the following criteria are met:
    - i. [reserved]<sup>8</sup>
6. Ground Story Active Uses
- a. Any Mixed-Use building within the VCOD tiers must also provide ground story Active Use(s) for one hundred percent (100%) of the total width of the building along the Front Elevation.
  - b. Active Uses include:
    - i. Retail
    - ii. Restaurant / bar / specialty food service
    - iii. Brewery / distillery / winery with an accessory retail component<sup>9</sup>
    - iv. Place of amusement

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

<sup>9</sup> Including this would require the creation of a new use.

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- v. Personal service<sup>10</sup>
  - vi. Day care center
  - vii. Public art / gallery / arts studio<sup>11</sup>
  - viii. Live/work space
  - ix. Community use space
  - x. Semi-active accessory uses, such as lobbies and common areas associated with office, hotel, or residential uses
- c. Only uses listed above are considered Active Uses.
7. Adaptive Reuse  
 The reuse and revitalization of existing buildings, particularly large homes, within the VCOD tiers will benefit the general health and welfare of the Newton community by fulfilling stated goals on housing, transportation, sustainability, and historic preservation.
- a. [reserved]<sup>12</sup>
8. Architectural Features
- a. The structural and architectural elements which extend outward from a building facade, including Awnings, Canopies, Bays, and Balconies. Architectural features may project into the setback and/or public right of way as shown below. These architectural features are defined and may project into the setback and/or public right of way as shown below defined as:
- i. Bay. A Bay is a window assembly extending from the main body of a building to permit increased light, provide multi-direction views, and articulate a building wall. Two Bays can connect around corners to create distinctive living space or terminate in an important axis.

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

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

<sup>11</sup> Including this would require the creation of a new use.

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

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

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

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

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

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

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

9. Facade Articulation

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

10. Fenestration

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

11. Building Entrances

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

12. Roof Features

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

13. Mechanical Equipment<sup>13</sup>

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

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<sup>13</sup> Further refinement will occur through coordination with Inspectional Services.

### C. Site Standards

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

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

<sup>14</sup> Additional regulations are required for shared parking.

<sup>15</sup> Staff is coordinating with DPW to ensure the appropriate metrics.

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

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

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<sup>16</sup> Figure to be added.

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

2.7. Design Guidelines

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

2.8. Allowed Uses

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

A. Permitted Uses

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

B. Permitted Accessory Uses

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

C. Use Table<sup>17</sup>

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

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

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

<sup>19</sup> Ibid.



2.9. Parking Requirements

A. Applicability

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

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

B. Required Accessory Parking Spaces

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

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

C. Vehicular Parking Types

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

D. Unbundled Market Rate Parking

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

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

F. Required Number of Accessory Parking Stalls<sup>20</sup>

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

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

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

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

## Design Guidelines

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

### A. Administration

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

### B. Lot Design Guidelines

#### 1. Frontage Types

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

### C. Building Design Guidelines

#### 1. Residential Privacy

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

#### 2. Building Height

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

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

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

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

D. Site Guidelines

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