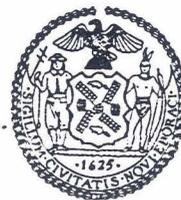


ZONING for HOUSING QUALITY

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CITY OF NEW YORK

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INTRODUCTION

Housing Quality zoning sets out to provide an alternative to the conventional zoning legislated in the 1961 Resolution. The ability to build "as of right" under the 1961 rules continues. Developers can still come to the City Planning Commission or the Board of Standards and Appeals for special permits. The definition of existing districts and existing densities remains untouched. But, with Housing Quality, another option would be opened up.

The essential goal of Housing Quality is identical to the goal of conventional zoning: decent apartments in good buildings. To achieve this, the 1961 Resolution relies on quantitative standards. New housing in each of the 10 residential districts must meet specifications for allowable square footage of floor area, number of rooms, number of dwelling units, amount of open space, size of front-, side- and back-yards and on-site parking.

Housing Quality establishes another approach -- the setting of qualitative standards, such as large apartments, underground parking, street level activity, cross-ventilation, the integrity of neighborhoods, more secure lobbies and useful recreation space. Builders adhering to these starting points could obtain special permits waiving many existing restrictions.

The HQ program is remedial as well as innovative because well-intentioned formulations in the 1961 Resolution have turned out to be flawed blessings. In order to guarantee ample light, air, open space and on-site parking, as-of-right zoning limits site coverage to the point where it is uneconomical to build apartment houses on smaller lots. The result has often

been high-rise slabs in low-rise neighborhoods. In high-density R9 and R10 districts, a tower provision permits sheer structures that cover only 40 per cent of their sites.

High-rise slabs and towers have dominated post-1961 residential building, producing monotonous structures that often loom incongruously over older three- and four-story homes and five-story brownstones. Housing Quality would remedy this by allowing greater site coverage in exchange for a building that respects its neighbors. Because the total floor area in the lower building would be the same as that permitted in a tower, there would be no economic loss. In fact, the simpler structure of a lower building could result in construction savings. Sunlight, air, open space and parking remain important concerns but they are approached directly and in sharp focus.

The road to these Housing Quality zoning proposals has been a long one. Every apartment house built under the 1961 Resolution has been examined, as well as many earlier structures. Extended discussions have been held with professionals and community groups. Detailed comparisons have been made of the projected costs of Housing Quality buildings and of equivalent as-of-right structures. The "elements" defining quality have been steadily refined -- and their number reduced.

Zoning for Housing Quality does not add up to a shortcut or a panacea. Having digested the lessons of the past, it offers the basis for a rational and constructive future.

Although everyone has always “known” that lively, interesting street level facades are better than blank walls, Housing Quality establishes this as an attribute worthy of zoning recognition.

- Designs which provide “street watchers” merit quality points. So do designs incorporating such security measures as highly visible lobbies, elevator entrances and ground floor outdoor space. In fact, minimum standards are set for security and safety features.
- The privacy of recreation spaces is deemed an element of good housing. HQ zoning sets out to obtain private recreation space for the exclusive use of the tenants and it establishes regulations for onsite visual privacy and off-site visual privacy.
- People are given precedence over parking places. Conventional zoning allows half of the required open space to be used for parking. HQ zoning encourages enclosed and underground parking, and defines recreation space with great specificity.

The similarities and differences between conventional zoning and HQ zoning emerge clearly if two buildings are “designed” for the same site. Given a 40,000 square foot lot in an R6 district, where most of the older buildings are about six-to-seven-stories tall, the building effectively produced by the zoning envelope would have from 15 to 17 floors. The HQ building would be six-to-eight stories

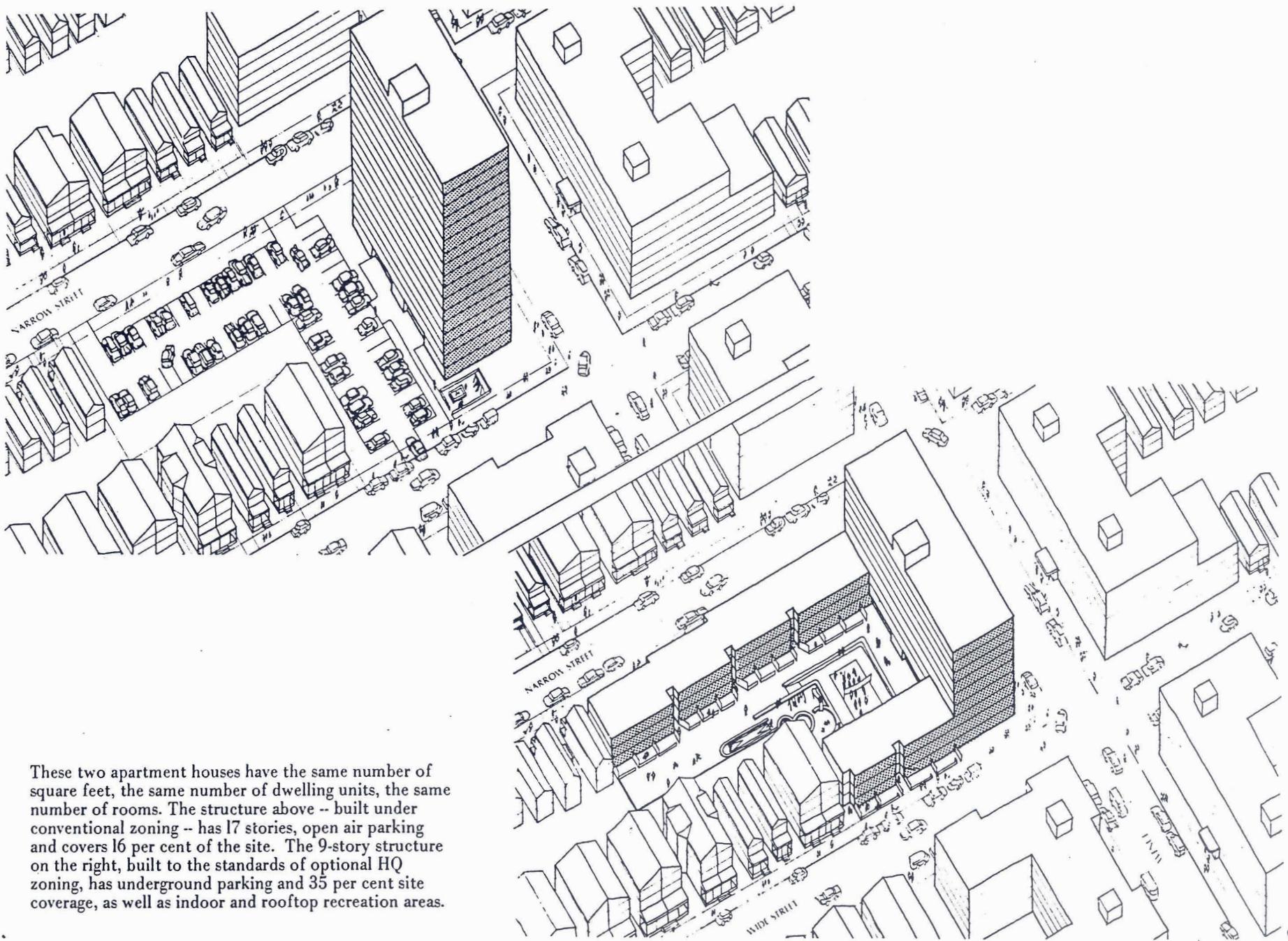
tall. The floor area in the two buildings would be the same -- 97,200 square feet -- but over three-quarters of the site of the as-of-right building would be open space. The open space not used for parking might well be treeless, chairless and lacking in play equipment.

The HQ building, covering much more of the site, would have about 25,200 square feet of recreation space -- about one-third indoors -- all provided with appropriate facilities.

In zoning terminology, here is the comparison:

	Conventional Zoning	HQ Option
Maximum permitted floor area ratio	2.43	2.43
Resulting floor area	97,200 sq. ft.	97,200 sq. ft.
Site Coverage	16%	35%
Height	15-17 floors	6-8 floors
Required open space ratio	33.5-34.15*	Not Applicable
Required active open space	16,281 - 16,767, sq. ft.	16,281 sq. ft.
Indoor and rooftop recreation space	None	8,819 sq. ft.
Required rear yard	30 ft.	30 ft.
Number of rooms permitted	417	417
Number of dwelling units	100	100
Required number of parking spaces	70	70

*As open space increases, the required lot area per room decreases and the height goes up.



These two apartment houses have the same number of square feet, the same number of dwelling units, the same number of rooms. The structure above -- built under conventional zoning -- has 17 stories, open air parking and covers 16 per cent of the site. The 9-story structure on the right, built to the standards of optional HQ zoning, has underground parking and 35 per cent site coverage, as well as indoor and rooftop recreation areas.

BUILDING COSTS

Impossible dreams have no place in any type of housing program, particularly one completely dependent on private initiative and private financing, and the effect of Housing Quality zoning on construction time and expenses must be of overriding concern. To be useful, the program must be practical; to be practical the program must be cost-competitive with as-of-right buildings. Important under the best circumstances, these truisms become imperative in a national economy low on housing starts and high on building costs.

But costing housing construction is far from an exact science. As the history of most commercial as well as residential projects makes clear, only the unpredictable is certain. Because conventional zoning has tended to favor high rise buildings, it is assumed that these buildings are invariably more economical to construct. In fact, if the zoning bias is removed, this is not necessarily true.

Certain features of high rise, low coverage buildings do represent savings in comparison with low or mixed rise, high coverage buildings: fewer elevators and service cores, fewer linear feet of foundations, smaller roof surfaces, shorter corridors. But the study leading up to the HQ zoning proposals revealed that low or mixed rise, high coverage buildings have their own cost advantages. When the existing 40 per cent maximum coverage for a tower is increased to just 50 per cent, a 25 per cent reduction in building height results, leading to such economies as: lower superstructure costs, less powerful elevators, lessened bearing capacity in foundations, a cheaper form of fire regulation compliance, smaller structural members and simpler heating and mechanical systems.

When a balance is struck, the HQ building turns out to be

comparable in cost to an equivalent as-of-right building. In many situations, the HQ building will be less expensive. This does not take into account savings realized when the community approves a project rather than delaying it or opposing it outright because it is considered an alien high-rise intrusion. Shorter construction times, which can be expected in any case because of the simpler construction of high coverage buildings, represent savings on many levels--shorter carrying charge periods on the unimproved land, a faster transfer to long-term financing and greater marketability. Lower maintenance costs could also be expected from decreased vandalism attributable to the HQ building's security and safety features.

Two inductive analyses bear out the abstract deductions made about the cost of HQ buildings:

- During the survey of post-1961 buildings, it was discovered unexpectedly that many score very well according to HQ criteria. High-scorers were found more commonly in projects designed for the subsidized housing programs and built within the statutory funding limitations of those programs than were found in the more expensive, conventionally financed buildings. This indicates that there is no necessary connection between housing quality and high costs and that HQ-type buildings can be built relatively inexpensively.
- An architect and a developer recently agreed to design two buildings -- a conventional slab and an HQ structure -- for an actual site. These two designs at the same density were costed by three estimators. One was chosen by the Planning Department, one by the de-

PROVISIONS OF HQ ZONING

veloper and one mutually agreed upon. All three agreed that the cost of the Housing Quality building would be significantly lower than for the as-of-right slab even though the HQ structure included apartments with large rooms and developed outdoor, rooftop and indoor recreation areas.

Scoring

Construction of a Housing Quality building is elective. The maximum allowable floor area ratio (FAR) is the same as under as-of-right zoning. In order to be entitled to the maximum FAR, the HQ building must accumulate 85 points for 26 elements or guidelines grouped into four categories: Neighborhood Impact, Recreation Space, Security and Safety and Building Interior. Each element is weighted according to its importance. A sliding scale provides points for partial compliance. A "perfect" score of 100 points is not possible because some of the 26 program elements are incompatible with others. But a minimum of 15 points must be achieved in each category out of 25 possible points, and the scoring is so calibrated that the 85 point building will meet the most important needs of developers, tenants, designers and the neighborhood.

No attempt has been made to legislate "good design", a particular architectural style or building arrangement. Zoning for Housing Quality promotes bright, spacious apartments and useful, attractive recreation space. Otherwise, it concerns itself with making certain that a new building fits harmoniously and productively into its setting. Robert Frost once wrote that good fences make good neighbors. In the City, good neighborliness depends on breaking down fences and isolation.



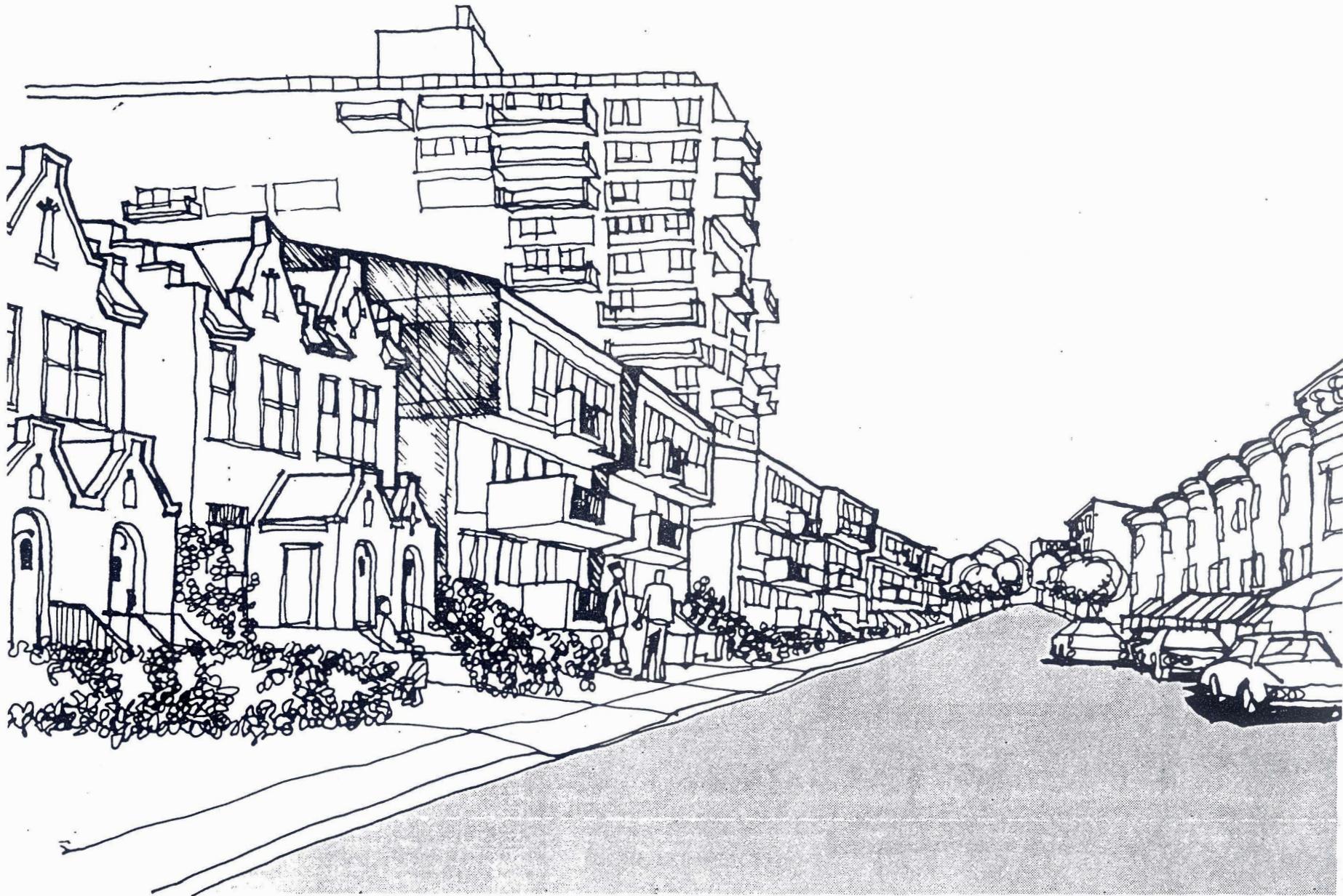
Neighborhood Impact

The six elements grouped under Neighborhood Impact are designed to ensure continuity. Neighborhoods may change in character or even scale but should not be torn apart by assertive, insensitive and isolated structures whose occupants are regarded as intruders. By tying the height of a new apartment building to that of surrounding buildings, this program opens the way for gradual and non-disruptive transitions.

“Street districts” establish the context for determining the height of the new buildings. City children play naturally within the boundaries of street districts: i.e., continuous rows of buildings ended by wider streets.

Slightly different values are given to Neighborhood Impact elements when the street district is largely vacant or “non-built up.”

	Built Up Neighborhood
<u>Off-site sunlight</u> : minimizes the effect of shadows cast by the new building on adjoining properties	8.0
<u>Street wall length</u> : relates the front of the new building to the facades of its neighbors	3.1
<u>Ground floor activity</u> : encourages visual activity facing the street	4.9
<u>Street wall height</u> : uses setbacks to integrate a new building into a district where adjoining buildings are of different sizes	3.1
<u>Building height</u> : regulates the average height of a project so it conforms to the median height of adjacent buildings	3.1
<u>Street trees</u> : assures shaded and attractive sidewalks	2.8
Total	25.0



Housing Quality places Neighborhood Impact at the center of its alternative approach to zoning. Because the 1961 Resolution makes it uneconomical to build apartment houses on smaller lots, post-1961 structures often violate the scale of the surrounding low-rise neighborhood (as in the drawing, opposite page) Optional HQ zoning would tie the height of a new building to that of neighboring buildings and protect the street facade by setting back the higher stories (as in the drawing above).

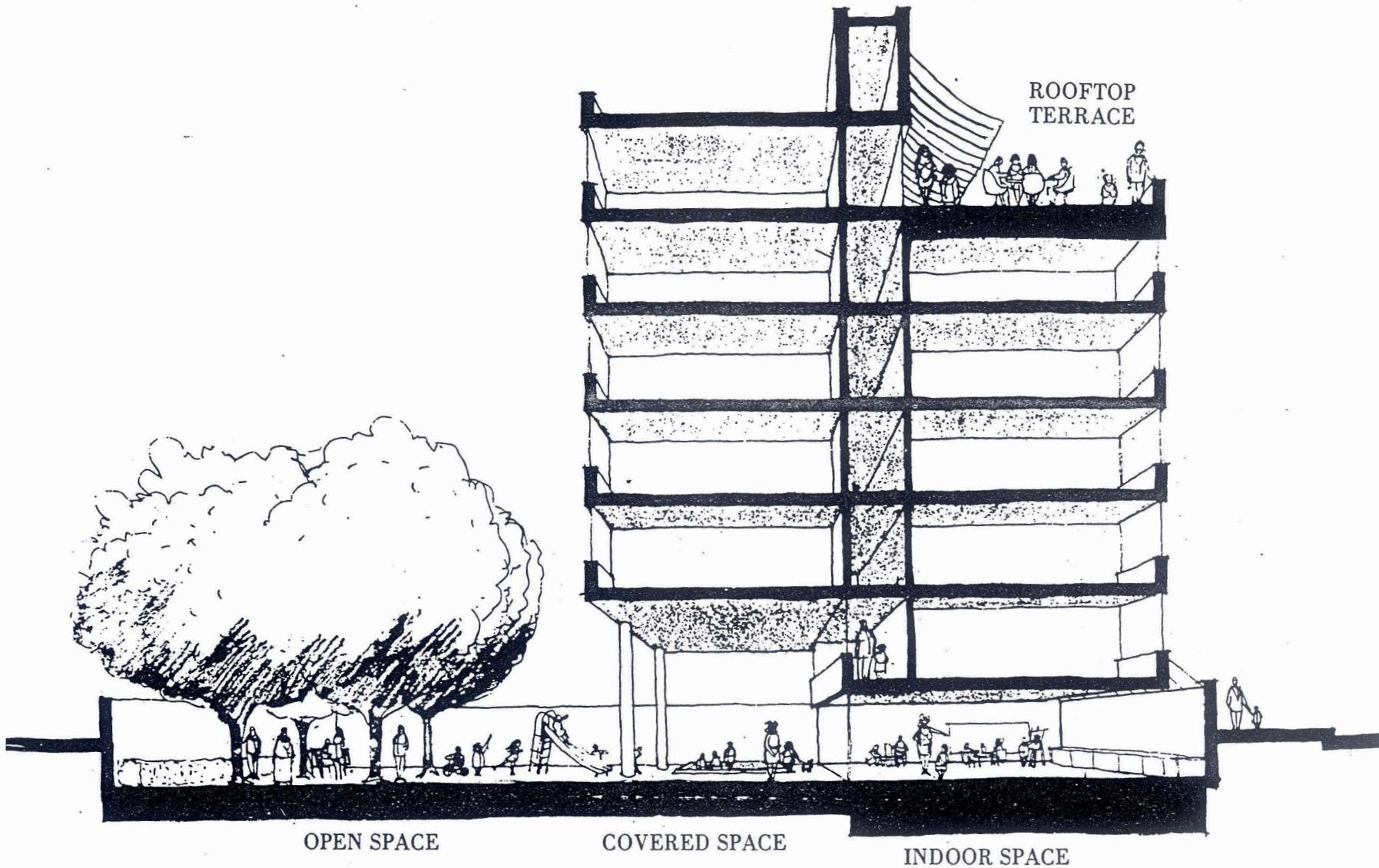


Recreation Space

This program is at once more specific and less restrictive than conventional zoning. Instead of undifferentiated open space, half of which may be used for parking in R3 to R9 districts, HQ zoning calls for distinct recreation areas with facilities for adult use, child use, mixed use and free use. Recreation spaces would reflect the tenant population, whose nature can be readily projected from a breakdown of apartments according to size. HQ zoning would allow recreation spaces to be located on roofs, in covered or weather-protected areas and, exempt from the floor area count, indoors; conventional zoning restricts open space to ground level or a roof no more than 23 feet above ground.

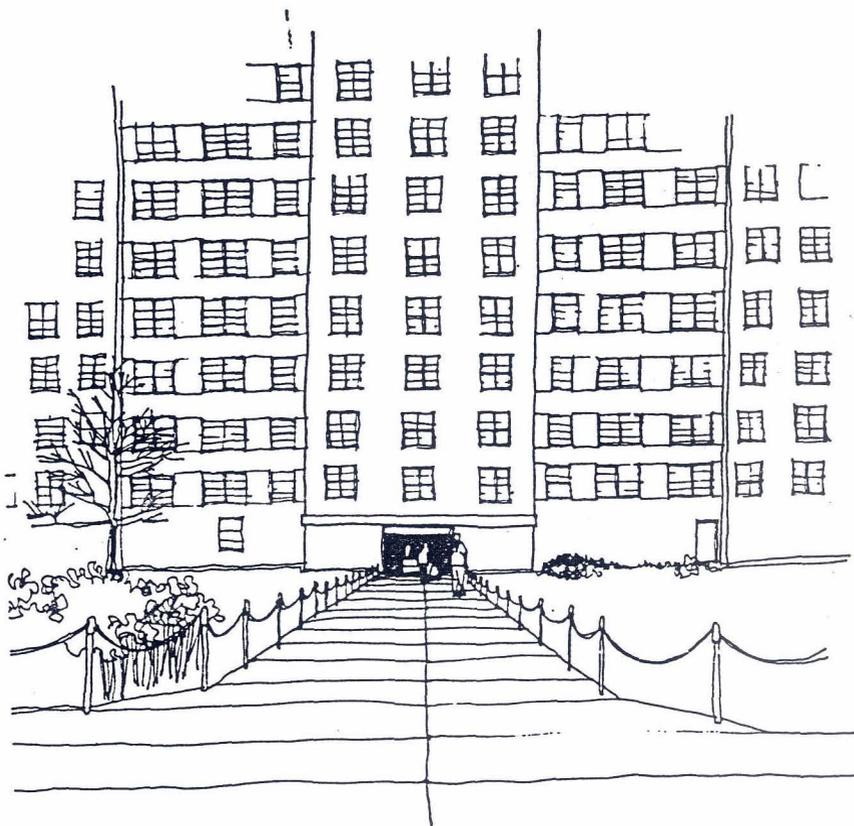
Adult recreation spaces could consist of solariums, non-basement laundry rooms, craft shops, meeting rooms and gymnasiums. Child use spaces could be either indoors or outdoors. A typical free use space would be a rooftop terrace. Mixed use space for both adults and children would include basketball courts and swimming pools.

	Points
<u>Type and size:</u> lists the requirements for the different recreation spaces, including minimum sizes	9.4
<u>Sunlight onsite:</u> ensures that as much outdoor space as possible receives sunlight between 9 a.m. and 3 p.m. during the equinox	5.5
<u>Parking:</u> encourages enclosed and underground parking	4.1
<u>Planting:</u> provides landscaping within outdoor recreation areas and as buffers between such areas and other uses	3.1
<u>Trees:</u> specifies the preferred total inches of tree diameter in recreation areas	2.9
Total	25.0



The open space requirement of existing zoning allows half of the "open space" to be devoted to parking. In the remaining area, not even the seating shown in the drawing on the opposite page is necessary. Under HQ, open space gives way to recreation space, which may be indoors and on rooftops as well as outdoors. All recreation areas would have to be appropriately furnished with seats, trees or equipment (above).

Security and Safety



The design of an apartment building can discourage crime and vandalism by opening up to maximum surveillance those public areas vulnerable to trespassing -- elevator entrances, lobbies and corridors -- and by making it easier for occupants to recognize their neighbors and identify outsiders. The guidelines aim at ensuring high visibility and creating a sense of intimacy.

In addition, weight is given to the presence of round-the-clock doormen.

	Points
<u>Density of public corridor:</u> limits the number of rooms per corridor in order to facilitate recognition among neighbors	5.0
<u>Visibility from public space to elevator doors:</u> makes it possible to see the elevator waiting area from the sidewalk	5.0
<u>Visibility of private outdoor space from the lobby:</u> establishes criteria for visual surveillance of tenants' outdoor space	5.0
<u>Surveillance from apartments:</u> concentrates the elderly and other stay-at-homes on lower floors in order to maximize surveillance of outdoor space	4.4
<u>Entry of building from parking garage or lot:</u> forbids direct access into a building from an uncontrolled point	3.1
<u>Visibility from elevator door to apartment door:</u> secures visibility of all apartment entries from the elevator door	2.5
Total	25.0

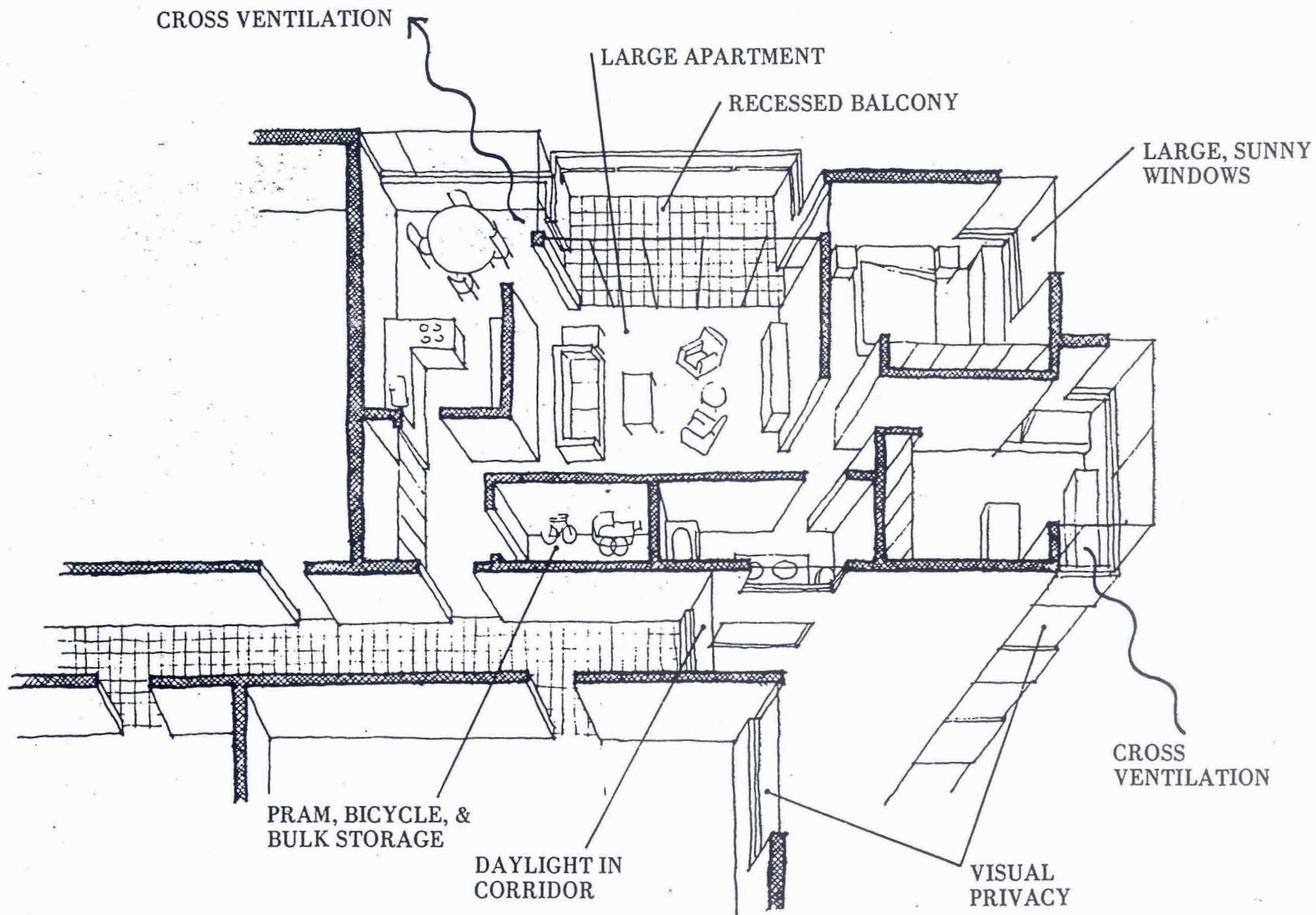


It is easier to detect intruders when a building is designed so that public areas, like elevator doors, entrances and lobbies, are subject to visual surveillance. Opposite page: a conventional building entrance, far removed from the sight of passersby. Above: the sort of accessible, visible entrance encouraged by optional zoning.

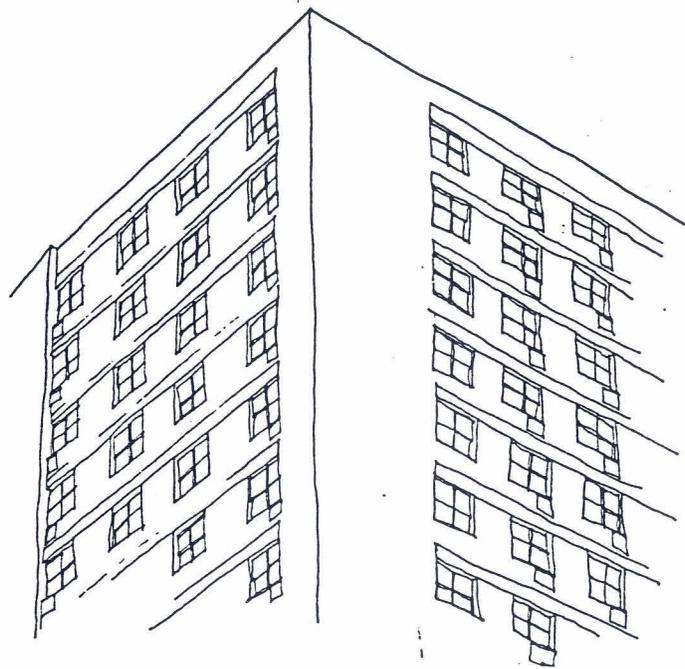
Building Interior

Although everyone has his own concept of a desirable apartment, certain attributes are universally accepted as essential. For some people, a large kitchen is of primary importance; others prefer large bedrooms. But everyone agrees that large rooms are better than small, that sunny rooms are better than dark ones and that cross-ventilation is better than the airlessness of a single exposure. The Building Interior program codifies these self-evident requisites and establishes performance guidelines.

	Points
<u>Size of apartment:</u> sets up a schedule of desirable gross square footage	4.5
<u>Sunlight in apartments:</u> assures sunlight in each dwelling unit by the proper orientation of buildings or by the use of bay windows	3.9
<u>Window size:</u> relates window sizes to gross floor area	3.8
<u>Visual privacy onsite:</u> ensures visual privacy from other tenants	2.7
<u>Visual privacy offsite:</u> protects ground floor tenants from the view of passersby	2.7
<u>Cross ventilation:</u> establishes natural ventilation as a goal for all apartments	2.6
<u>Daylight in public corridors:</u> specifies that public hallways should have windows at a given ratio	1.8
<u>Pram, bicycle and bulk storage:</u> requires a certain amount of storage space for each bedroom, either within the apartment or in common storage rooms located elsewhere than in the basement	1.6
<u>Waste storage:</u> requires a garbage disposal room with garbage chute for each floor	1.4
Total	25.0



Housing Quality codifies many generally accepted characteristics of desirable apartments. Some of the elements that would be encouraged are illustrated above.



Special regulations are laid out in Housing Quality for the City's highest density residential districts in Manhattan and Downtown Brooklyn. As in lower density districts, however, fenestration designed for privacy and maximum sunlight is encouraged. Above: routine window treatment of a conventional building. Right: an example of well-designed windows.

Highest Density Districts

The major avenues and certain crosstown streets of Manhattan and the core of Downtown Brooklyn are zoned R10 or its equivalent, the highest residential density. To relieve the level of concentration in these districts, the framers of the 1961 Resolution wrote in a plaza bonus encouraging private developers to provide public open space at the base of new apartment towers. In compensation, the developers are allowed extra floor area, which brings the building up to the equivalent of an FAR of 12 or 400 apartments an acre.

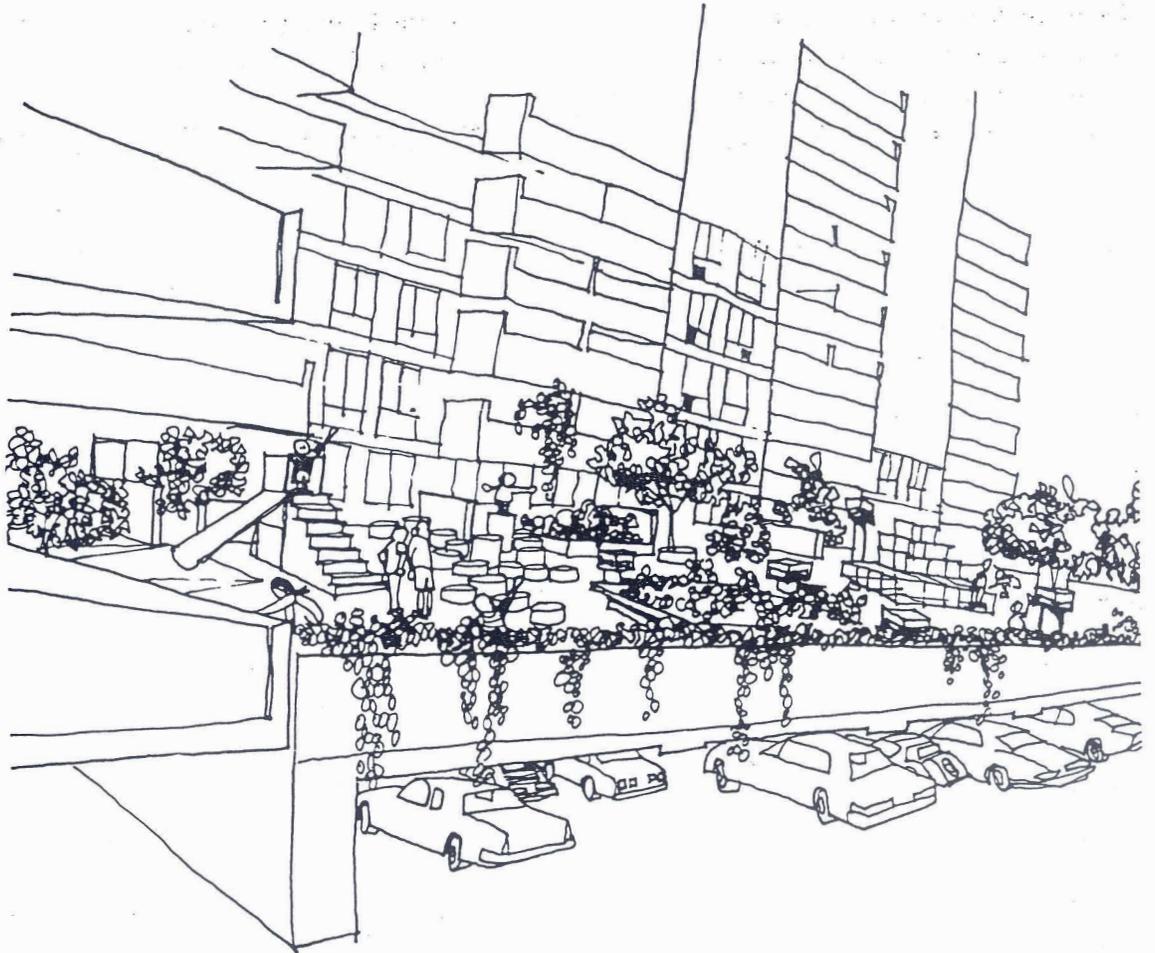
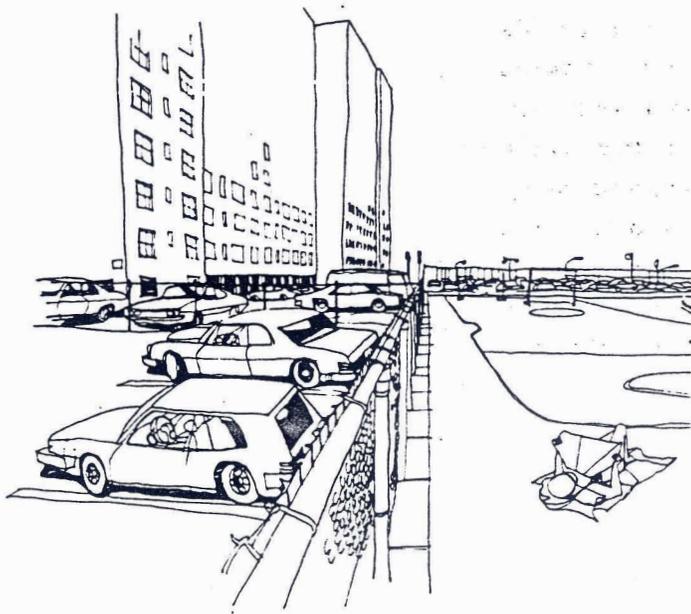
Under the Housing Quality program, a building that has earned 85 or more points in an R10 district will also earn additional floor area for a plaza, but the plaza requirements are more stringent; planting, trees and seating are mandatory, and the plaza must be aggregated into a single space measuring at least 4,000 square feet.

In addition, bonuses can be earned by arcades, public areas, neighborhood improvements and the preservation of an existing building that contributes to the character of the surrounding neighborhood. Provisions for these bonuses are as follows:

- Arcades must run the entire length of lot frontages and must meet specified standards for height, depth and length.
- Public areas are pedestrian malls or central spaces within buildings that are open to the sky or skylighted. They must be directly accessible from a street and at least partly lined with shops. Trees, seating and plants are mandatory.

- Neighborhood improvements may consist of such off-site features as street trees, decorative paving and sidewalks, bus shelters, information kiosks, artwork or the cleaning of landmarks as determined by the Planning Commission in consultation with the local community board.
- Preservation of an existing building could earn extra floor space if the building contributes to the economic, social, cultural and aesthetic quality of the surrounding neighborhood. Certain other standards would also have to be met: e.g., the building would have to be suitable for rehabilitation, on-site tenants would be guaranteed comparable space on the site, rents would comply with an approved schedule.

Split lots -- an assemblage where half of the land is zoned R10 and half R8 -- are particularly troublesome because it is difficult to reconcile the developer's desire to maximize his costly investment with the neighborhood's insistence on protecting R8 midblocks. Housing Quality allows the average of the separate zonings to be applied to the entire assemblage: i.e., the floor area ratio for the entire split lot would amount to 8 -- the average of the 6 FAR of an R8 and the 10 FAR of an R10. To achieve 12 FAR for the entire site, the developer would thus have to provide enough bonusable amenities, whether neighborhood improvements or the other items, to earn 4 FAR. Moreover, the Neighborhood Impact elements of HQ would by themselves prevent undue penetration of the midblocks or other violations of scale and neighborhood character.



The optional zoning would prevent the usurpation of open space for parking (upper left drawing). Instead, Housing Quality would encourage underground parking or well-landscaped parking (right hand drawing); when parking is enclosed, secure connections would be sought between the garage and the building. Up to 50 per cent reduction in onsite parking would be permitted.

ADMINISTRATION

Zoning for Housing Quality does not tamper with the way zoning is now administered nor existing statutory controls at the State or City levels. What it does allow is the issuance of special permits for apartment houses scoring 85 points under the Housing Quality program.

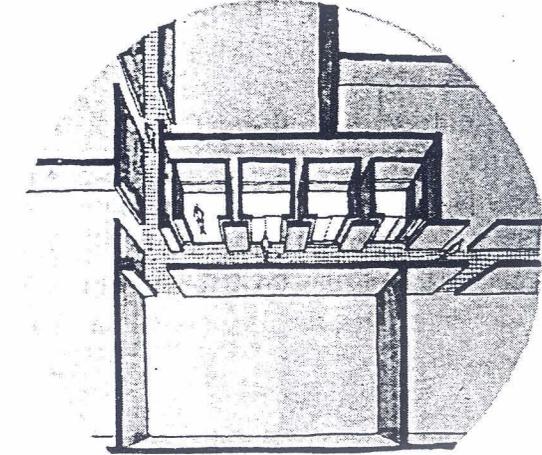
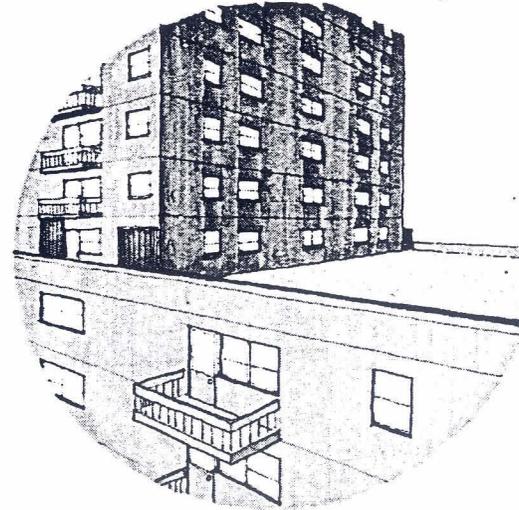
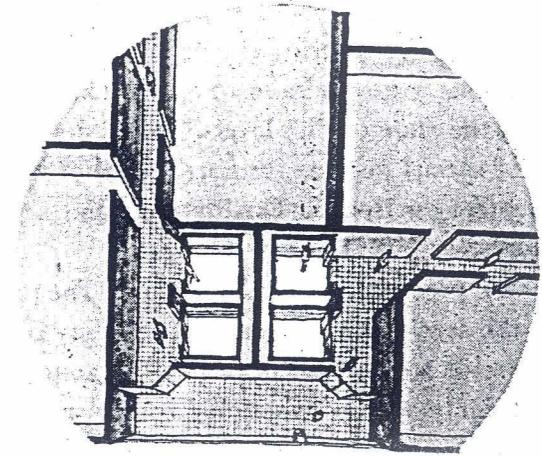
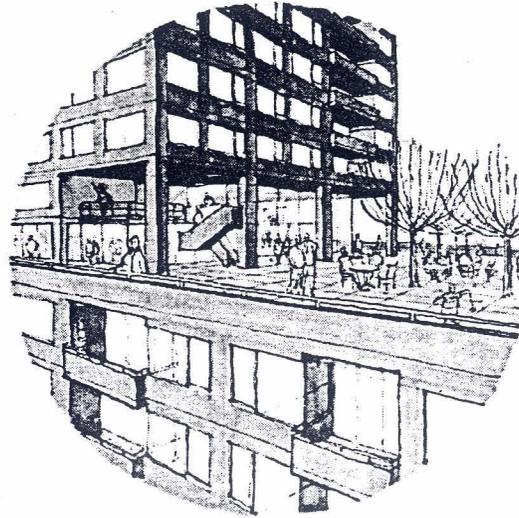
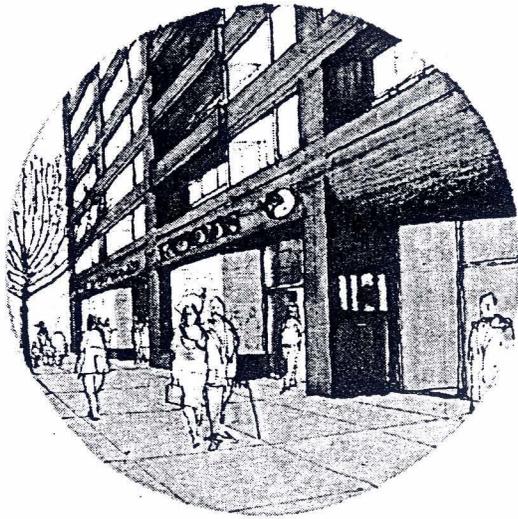
The process would be as follows: The party responsible for the development of a structure in any zone above R3-1 would decide to build according to HQ zoning rather than in conformity with conventional zoning specifications. He could therefore ignore the height, setback and coverage restrictions of as-of-right zoning. The Planning Department would help the applicant with technical advice or interpretation at any point in the design process to facilitate the designing of an 85-point building. It is up to the developer to decide precisely how he accrues those points so long as the building reaches the 15-point minimum in each category. The builder would submit the design to the City Planning Commission which, after public notice and hearing, could then issue the special permit granting the applicant the maximum allowable FAR. Because HQ zoning is optional, there is no sliding scale granting a smaller FAR for less than 85 points. As with all special permits, the Board of Estimate would have to approve as well.

The Department of Buildings would fulfill its usual functions -- issuing building permits and certificates of occupancy and making all inspections relating to compliance with the Zoning Resolution.

CONCLUSION

Implicitly and explicitly, zoning recognizes that the public has a legitimate interest in land uses and building types. In fact, controls over residential building antedate the earliest zoning. In 1867, the Tenement Act tried to bring minimal light and ventilation to rooming houses and apartments. The 1901 New Tenement Law limited the height of residential buildings and required that every new apartment contain a water closet. The first zoning act, passed in 1916, prevented manufacturing plants from intruding into residential neighborhoods. The 1961 Resolution establishes categories of districts depending on use -- whether manufacturing, commercial or residential -- and density.

Zoning for Housing Quality is part of this unending search for ways to bring better housing to more New Yorkers. The City's commitment to excellence is stubborn and undeviating; the optional form of this program reflects its openness to further improvement.



These drawings illustrate how key aspects of apartment buildings can be brought up to Housing Quality standards. Under existing zoning a conventional building might well have a garage entrance on its ground floor, with curb cuts (bottom left). Under Housing Quality, curb cuts in high density districts would be restricted, a store might replace the garage, trees would be added and the windows of the corner store enlarged (top left). Under conventional zoning, rooftops remain unused (bottom middle); Housing Quality would encourage them to be converted into recreation areas (top middle). Because long corridors encourage impersonality (bottom right), HQ's Security and Safety program places a premium on shorter corridors with fewer doors (top right).

TEXT OF THE HQ AMENDMENTS

[The proposed text change would encourage housing quality through the mechanism of a special permit procedure. The special permit would allow modification of zoning regulations when a proposed development results in superior urban design relationships to the surrounding neighborhood, provides recreation space which meets the needs of residents, is designed to promote security and safety of persons and property, and results in usable interior spaces of high quality and amenity.]

IN THE MATTER OF an amendment, pursuant to Section 200 of the New York City Charter, of the Zoning Resolution of The City of New York, relating to new Section 74-95, as follows:

Matter in Bold Type is new;

Matter in *italics* is defined in Section 12-10.

74-95

Housing Quality Developments

In all districts which permit *residential uses* except for R1, R2, R3-1, or C1 or C2 Districts mapped within such *Residence Districts*, the City Planning Commission may modify the regulations governing height and setback, *open space, yard, spacing between buildings, accessory off-street parking, window to lot line, and zoning lots* divided by district boundaries for *developments* containing predominantly *residential uses*, which earn at least 85 Housing Quality Program points under the scoring system described in Section 74-954 (Guidelines for applications), and at least 15 points in each of its 4 parts, provided that the Commission makes the following findings:

- (1) That the *development* results in superior urban design relationships to the surrounding neighborhood and has beneficial impact on the surrounding community.
- (2) That the type, size and location of recreation space provided within the *development* results in facilities which meet the needs of the intended residents.
- (3) That public corridors, sidewalks, lobby and other public, semi-public or private outdoor spaces are designed to promote security and safety of persons and property.
- (4) That the design of *building* interiors results in interior usable spaces of high quality and amenity in terms of such elements as apartment size, privacy, ventilation and storage facilities.

The City Planning Commission may prescribe appropriate conditions and safeguards to enhance the effect of the *development* on the character of the surrounding neighborhood.

74-951

Bulk Provisions for Developments

The maximum *residential floor area ratio* for any *building* on a *zoning lot* and the required *lot area per room* or *floor area per room* shall be as follows:

	Maximum Floor Area Ratio Permitted	Required Lot Area per Room	Required Floor Area per Room
R3	0.50	375	
R4	0.75		205
R5	1.25		215
R6	2.43	96	
R7	3.44	72	
R8	6.02	44	
R9	7.52	39	
R10	10.00	30	
R10 Bonus	12.00	24.9	

The *floor area bonus* provision for predominantly *residential buildings* in R10 districts and *commercial districts* permitting a R10 *floor area ratio* may be modified in accordance with Section 74-957 of this chapter. The special optional regulations relating to *predominantly built up areas* shall not apply to any *development* for which a special permit is granted under provision of this section.

The provisions of this section shall not apply to any Special Purpose District.

74-952

Housing Quality Definitions

For purposes of this Section, matter in italics is defined in Section 12-10 (Definitions) or this section.

Activity Surface

An "activity surface" is the total area, as measured in *street elevation*, of the portion of the *street wall* falling within the *street wall polygon* which has 1) transparent surfaces permitting views into active spaces such as stores, *lobbies*, community facilities, interior recreation space and *private outdoor space*, 2) doors and exterior stairs leading to doors, 3) exterior corridors or other features facilitating visual communication between the public *street* and the private *building interior*. *Activity surfaces* may be located only within the lower 15'-0" of the *building* measured from the lowest level of the first story but in no case more than 2'-6" below *curb level*. No portion of these elements shall be counted as *activity surface* when located behind an opaque wall greater than 3'-6" in height.

Adult Use Space

"Adult use space" is recreation space primarily planned for adult use. To be credited in the 'Type and Size' (program element number 1 in the Recreation Space program) and be excluded from *floor area* calculations *adult use space* must conform to the following standards.

a) Minimum sizes and special conditions

—Solariums may have no less than 250 square feet of floor space. The total length of windows may be no less than 30% of the total

perimeter of the room and their total area shall be no less than 60% of the total area of the exterior wall. 50% of the *floor area* may also be outdoors. Up to 50% of the total required window area may be in skylights. The Solarium shall be free and available to the tenants.

—Laundry rooms must provide at least 1 washing machine for every 20 *dwelling units*, or one machine for every 30 *dwelling units* if provisions for machines are included in individual *dwelling units*, and it must provide at least 1 dryer for every 3 washers. There must be a minimum of 3 sq. ft. of clear floor space for every 1 sq. ft. occupied by a machine. Tables and seating areas shall be provided.

The total length of windows may be no less than 20% of the total perimeter of the room and their total area shall be no less than 60% of the total area of the exterior wall. Up to 50% of the *floor area* may also be outdoors.

—Craft Shops may have no less than 250 square feet of *floor area* and a minimum floor dimension of 15'-0". They must have direct access to a toilet and a sink within the room and be free and available to the tenants.

—Meeting/Social Rooms. See *Mixed Use Space, Indoor* for specifications.

—Automotive Shop and Pit may have no less than 500 square feet and direct access to a toilet and be free and available to tenants.

—Health Club/Gym and Appurtenances must have a minimum area of 1,000 square feet and headroom of 10'-0". The total length of windows may be no less than 10% of the total perimeter of the room (as projected in elevation) and their area may be no less than 60% of the area of the exterior wall. Their primary purpose should be to provide active recreational uses for tenants. Up to 50% of the *floor area* may be outdoors.

—Additional Facilities upon Request.

- b) Location. The facilities are to be located entirely within *private indoor space* and *private outdoor space*.
- c) Access. Facilities must be accessible from a *public corridor* or *lobby*. Access for non-residents (optional) must be from *semi-private* or *public outdoor space* and through separate vertical circulation cores which are separate and discontinuous from the *residential* circulation systems. Differences in elevation between the *public corridor* or *lobby* and the facility shall be no more than $\pm 5'-0"$ and connected with ramps.
- d) Sunlight. The Solarium must be located so as to have at least 6 hours of continuous sunlight during the equinox.
- e) Equipment. All facilities are to be provided with appropriate equipment and other integral, permanent aspects of the facility.

Child Use Space, Indoor

"Indoor child use space" is any recreation space planned for children and located indoors. To be credited in the 'Type and Size' standards (program element number 1 in the Recreation Space program) and be excluded from *floor area* calculations all indoor child use space must conform to the following criteria.

- e) *Pollution Source*. Satisfactory evidence that any *pollution source* will not seriously affect the facility must be presented.

Lobby

A "lobby" is the waiting area in front of an elevator or main stairway landing (in non-elevator buildings). This space must have a minimum dimension of 5'-6".

Main Lobby

The "main lobby" is a *lobby* which is the entry point into a *building* from *private, semi-private and public outdoor space*.

Mixed Use Space, Indoor

"Indoor mixed use space" is recreation space located indoors and planned for active use by children and adults. To be credited in the 'Type and Size' program (program element number 1, Recreation Space program) and be excluded from *floor area* calculations, *mixed use space* must conform to the following standards.

a) Minimum size and special conditions

—Meeting/Social Room. May be no less than 600 square feet. In addition, proper service spaces such as kitchens, toilets and storage must have windows. Up to 50% of the *floor area* of this facility may be transferred to *adult space*. The Meeting/Social Room shall be free and available to the tenants.

—Public Gym. Must be at least 6,000 square feet. May be used for a public *school* constructed on the same *zoning lot*. The Public Gym shall be free and available to the tenants.

—*Community Facility Uses*. Must be provided to the specifications of the operator of these facilities. There must be an agreement validating that such facilities will be in operation upon receipt of a Certificate of Occupancy and that adequate maintenance and staffing funds are available.

—Additional Facilities upon Request.

b) Location. Must be located within *private indoor space*.

c) Access. Must be accessible from a *public corridor, lobby or main lobby*. A *community facility* must be accessible from *semi-private outdoor space* or through vertical circulation cores which are separate and discontinuous from the *residential* circulation system. Differences in elevation between the *public corridor, lobby or main lobby* and the facility may be no more than $\pm 5'-0"$. Any difference in elevation must be connected by ramps.

Mixed Use Space, Indoor/Outdoor

"Indoor/outdoor mixed use space" is recreation space designed for use by both adults and children. To be credited in the 'Type and Size' program (number 1 in the Recreation Space program) and be excluded from *floor area* calculations it must comply with the following standards.

a) Minimum size and special conditions

—Swimming Pool. A 4'-0" buffer strip around the pool is required. There must be a headroom of 10'-0". *Accessory* areas such as lockers, showers, pump, filter room and storage shall be provided as required. When the pool is outdoors, 50% of the water surface of the pool is to be in sunlight during the equinox for 3 continuous hours.

—Basketball Courts. May be no smaller than 42'-0" X 74'-0" and no larger than 50'-0" X 94'-0". Half courts are also permitted. There must be a buffer strip surrounding the court of between 3'-0" and 10'-0". A minimum headroom of 20'-0" is required.

—Badminton Courts. Must have a dimension of 22'-0" X 44'-0". A buffer strip of between 6'-0" and 10'-0" is required. There must be a minimum headroom of 25'-0".

—Handball (Single Wall). The court must be 20'-0" X 34'-0". The wall must be 16'-0" high. There must be a surrounding buffer strip of between 10'-0" and 15'-0" and minimum headroom of 20'-0".

—Shuffleboard. The court must be 52'-0" X 6'-0". There must be a buffer strip of between 10'-0" and 15'-0" and minimum headroom of 10'-0".

—Tennis. The court must be 36'-0" X 78'-0". There must be a buffer strip of between 12'-0" and 20'-0". The buffer strip between courts may be 6'-0". Headroom may be no less than 32'-0".

—Volleyball. The court must be 30'-0" X 60'-0". A buffer strip of between 6'-0" and 10'-0" is required. Headroom may be no less than 20'-0".

—Additional Facilities upon Request.

b) Location. The facility is to be located entirely within *private outdoor or private indoor space*. It can be located on roofs in *private outdoor space* when the roof is no higher than 140' above *curb level*.

c) Access. When facilities are located in either *private indoor space* or on roofs in *private outdoor space* they must be accessible from the *public corridor or lobby*. Differences in elevation can be no more than $\pm 5'-0"$. Any difference in elevation must be connected by ramps.

d) *Pollution Source*. Satisfactory evidence that any *pollution source* will not seriously affect the facility must be presented.

e) Equipment. All facilities are to be provided with appropriate equipment, markings and finishes.

Mixed Use Space, Outdoor

"Outdoor mixed use space" is recreation space located outdoors and planned for active use by both children and adults. To be credited in the 'Type and Size' program (program element number 1, Recreation Space program) *outdoor mixed use space* must conform to the following criteria.

a) Minimum size and special conditions

—Softball Field. May be no less than 20,000 square feet and have a buffer strip surrounding the field of between 25'-0" and 30'-0".

—Horseshoes. May be no less than 400 square feet and must have a buffer strip surrounding the court of between 2'-0" and 5'-0".

—Bocci. May be no less than 1,100 square feet and must have a buffer strip of between 2'-0" and 5'-0".

—Additional Facilities upon Request.

b) Location. Must be located entirely within *private outdoor space* and may be located on roofs if the roof is no higher than 140' above *curb level*. (Facilities over 15,000 square feet may be credited only at the discretion of the Planning Department and may be located in *semi-private space*.)

c) Access. Must be accessible from the *lobby* (or its equivalent in one or two family homes). Elevation differences between the *lobby* and the facility must be connected by ramps.

- d) **Pollution Source.** Satisfactory evidence that any *pollution source* will not seriously effect the facility must be presented.
- e) **Equipment.** All facilities are to be provided with appropriate equipment, markings and finishes.

Outdoor Space

"Outdoor space" is all space qualifying as *open space* plus all space which qualifies under the definitions for *mixed use space, free use space, child use space* and *adult use space* and is open to the sky or is *covered space*.

Outdoor Space, Private

"Private outdoor space" is *outdoor space* intended to be accessible only to residents of the *building* and their guests. Access to *private outdoor space* may occur only through lockable gates, lockable doors or by staffed guard houses. *Private outdoor space* which is within 8'-0" of *curb level* must be enclosed by *buildings* except that a portion of non-enclosed perimeter is permitted up to 15% of the total lengths of *street lines* adjacent to the entire *zoning lot*. A single *private open space* may not exceed 54,000 square feet. Two *private open spaces*, the sums of which exceed 54,000 square feet, may be joined by an opening or openings the total lengths of which do not exceed 20% of the total perimeter of the spaces.

Outdoor Space, Public

"Public outdoor space" is space open to the sky or *covered space* in public ownership and continuously accessible. *Public space* includes sidewalks, rights-of-way, parks and playgrounds.

Outdoor Space, Semi-Private

"Semi-private outdoor space" is *outdoor space* on the *zoning lot* which is readily accessible to the public from the sidewalk.

Penetration Depth

"Penetration depth" is the perpendicular distance between an exterior wall and a point found when a line drawn between the center points of 2 windows is extended into a *room* until it intersects a floor, wall or ceiling.

Pollution Source

"Pollution source" is any type of mechanical equipment, structure or land use which emits unpleasant fumes or noises or air pollutants.

Range, Existing Building Height

The range is an index of the variations of the *existing building heights* within the *street district*. It is determined by first finding the average *existing building height* in the *street district*. Next, find the volume of *existing building heights* that are above the average *existing building height*. The range equals the sum of these volumes divided by the sum of the areas of the *existing buildings* plus the area of the *zoning lot* within the *street district*. In all cases the range may be a minimum of 10 feet.

Range, Existing Street Wall Height

The range is an index of the variation of the *existing street wall heights* on the same side of the *street* as the *zoning lot* and in the *street district*. It is determined by first finding the average *existing street wall height* in the *street district*. Next find the area of *existing street walls* in elevation that are above the average *existing street wall height*. The range equals the sum of these areas divided by the sum of the lengths of the *existing street walls* plus the length of the *street line* of the *zoning lot* in the *street district*. In all cases the range may be a minimum of 10 feet.

Recreation Factor

The "recreation factor" is a number which is a percent of the site area. It is used to compute the preferred total recreation space for a given site. The *recreation factor* varies by district and is derived from the amount of specified recreation space the population of a district will generate plus an amount of *free use space* per person, which is high in low density districts and low in high density districts. The recreation factor numbers are:

R3 = .55	R5 = .47	R7 = .57	R9 = .63
R4 = .52	R6 = .63	R8 = .59	R10 = .77

Shadow Area, Maximum

The "maximum shadow area" is used in program element number 1 in the Recreation Space category to provide a comparative index with the *proposed shadow*. It is described in accordance with the following procedure:

The required azimuths (angle of the sun in plan) are 1) 57 degrees east of south at 9 A.M., 2) 0 degrees south at 12 Noon and, 3) 57 degrees west of south at 3 P.M. The lengths of shadow are:

District	9 A.M. and 3 P.M.	Noon
R3	45 ft.	25 ft.
R4	60 ft.	30 ft.
R5	145 ft.	75 ft.
R6	210 ft.	110 ft.
R7	280 ft.	150 ft.
R8	345 ft.	185 ft.
R9	415 ft.	220 ft.
R10	480 ft.	255 ft.
R10 Bonus	535 ft.	285 ft.

Land which is in the *maximum shadow area* during more than one time period shall be counted separately for each time period. The area of streets (excluding sidewalks), which lie within the *maximum shadow area* shall be excluded from the area calculations. All land shall be considered vacant.

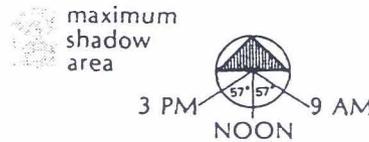
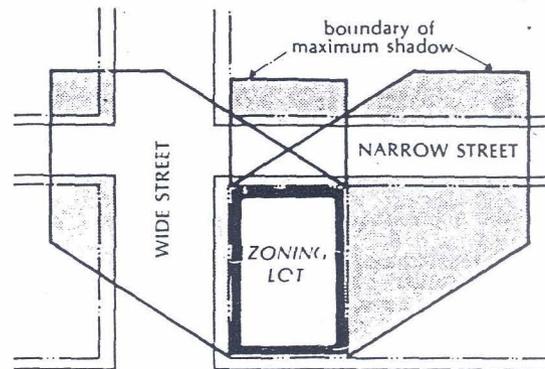


Illustration of Maximum Shadow Area

Shadow Area, Proposed

“Proposed shadow area” is the area of land which is offsite and in the shadow of the proposed *development*. The area of *streets* (excluding sidewalks), land under water, manufacturing districts and C8 Districts which lie within the shadow of the proposed *development* shall not be included in the *proposed shadow area*. Measurements shall be taken at 9 A.M., 12 Noon and 3 P.M. during the equinox. All land shall be considered vacant.

The required azimuths (angle of the sun in plan) are 1) 57 degrees east of south at 9 A.M., 2) 0 degrees south at Noon and, 3) 57 degrees west of south at 3 P.M. The formula for the shadow lengths is 1.5 times the *building height* at 9 A.M. and 3 P.M. and .8 times the *building height* at 12 Noon. Land which is in the *proposed shadow area* during more than one time period shall be counted separately for each time period.

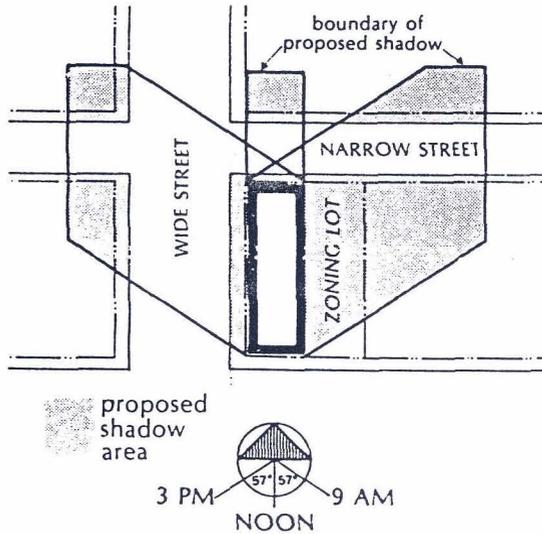


Illustration of Proposed Shadow Area

Street District

A “street district” is an area surrounding the *zoning lot*. The length of the *street district* is determined by extending the centerline of the *street* on which the *zoning lot* fronts from each *side lot line* to the intersection of the centerline of a *street* of equal or greater width. In no case, however, shall the length of a *street district* from one side lot line be greater than 1,000 feet. The depth of the *street district* is equal to the distance between the centerlines of the blocks on either side of the *street* on which the *zoning lot* fronts. If the centerline of a block is greater than 100 feet from the street line a 100 foot depth shall be used. There shall be a *street district* for every *street* fronting on a site. If a portion of the *zoning lot* does not fall within any *street district* the boundary of the most contiguous *street district* shall be extended to include only that portion of the *zoning lot*.

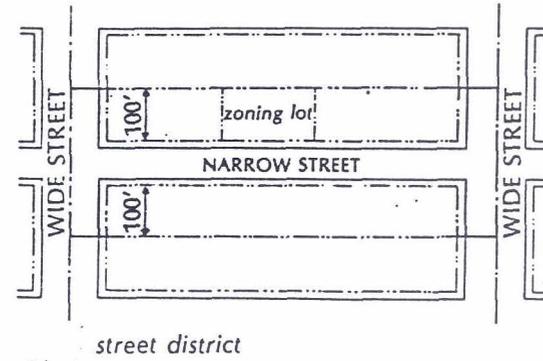


Illustration of Street District

Street District, Built Up

A “built up street district” is a *street district* in which 20% or more of its area is covered by *buildings*. The area of any *streets* or *public parks* which fall within the boundaries of the *street district* shall be ignored for purposes of this computation. The *zoning lot* containing the proposed *development* as well as any *buildings* scheduled for clearance under a designated urban renewal plan shall be considered vacant except for any portion of such land which contains an existing *building* or *buildings* scheduled to remain as part of the proposed *development* or urban renewal plan.

Street District, Non Built Up

A “non built up street district” is a *street district* which has less than 20% of its area covered by *buildings*. For purposes of this computation the area of any *streets* or *public parks* which fall within the boundaries of the *street district* shall be ignored. The *zoning lot* containing the proposed *development* as well as any *buildings* scheduled for clearance under a designated urban renewal plan shall be considered vacant except for any portion of such land which contains an existing *building* or *buildings* scheduled to remain as part of the proposed *development* or urban renewal plan.

Street Wall Height, Existing

The "existing street wall height" is the median height of the street walls of existing buildings which fall within the street district containing the proposed development and are on the same side of the street as the development. When existing buildings have setbacks the existing street wall height shall be measured along a line set back 10'-0" from the street wall. When at least 75% of the land which is within the street district of the proposed development and on the same side of the street as such development is open space is scheduled for clearance under a designated urban renewal plan the existing street wall height shall be the median height of all the street walls of existing buildings falling within the street district containing the proposed development.

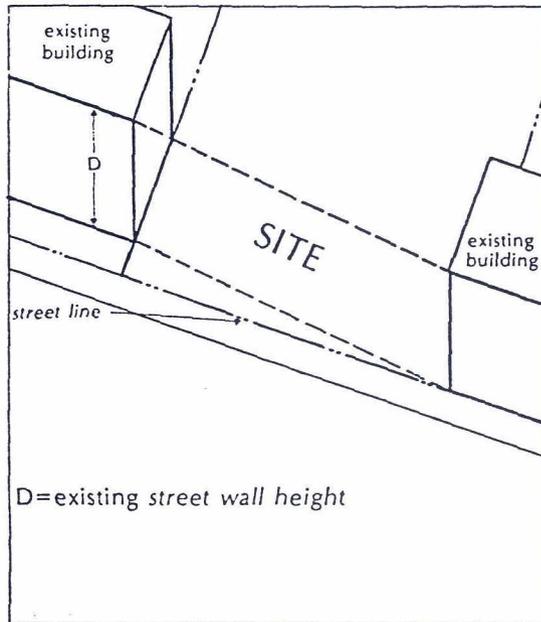


Illustration of Street Wall Height

Street Wall Height, Proposed

The "proposed street wall height" are the heights of the roof surfaces which are within 15'-0" of the portion of the street wall which is located within the street wall polygon.

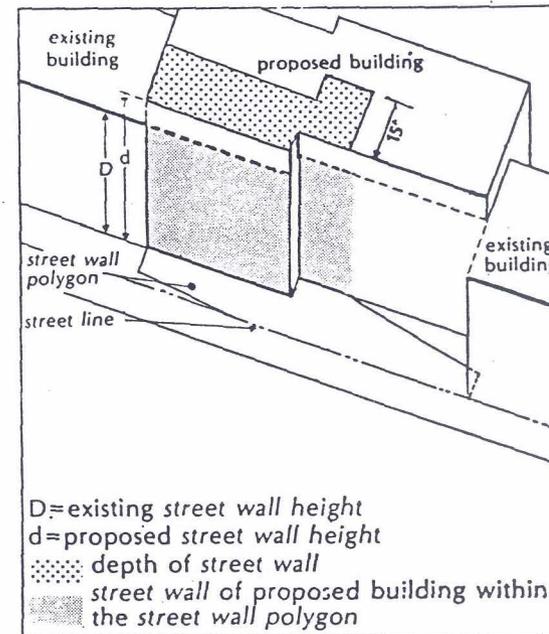


Illustration of Street Wall Height

Street Wall Polygon

The "street wall polygon" is an imaginary plane constructed on the site plan. There shall be one street wall polygon for each street line of a zoning lot. To construct this imaginary plane the following procedure is used.

A. For zoning lots with street lines of no curvature.

1. From each end of the street line of a zoning lot, locate the nearest building on the same side of the street and find the distance of the street wall of that building from the street line (x and x' on the accompanying diagram). If there is no building within 300 feet of the side lot line or the street line, in the case of corners x shall be zero. If the street line is adjacent to a highway or highway access ramp, x may be up to 30'-0".
2. Locate a point distance x from the street line along the respective side lot line of the proposed development or street line in the case of corner lots. (Points A, A' on the accompanying diagram.) Whenever x is greater than 20'-0" it shall be considered to be 10'-0" when locating A or A'.
3. Connect A to A' with line AA'.
4. On the street side of AA' draw a line parallel to it and a distance ($x - x'$) from it. This line is called the base line of the polygon and is indicated on the illustration as line BB'.

5. Draw a second parallel line, 10'-0" from line AA' away from the *street line*. The points at which this line intersects the *side lot line* or, for corner sites the *street line* are points C and C' on the accompanying diagram.
6. Describe a 6° angle from both points C and C' towards the interior of the site and extend the angle lines until they intersect.
7. The lines found in steps 4 and 6 and the *side lot lines*, or *street lines* for corner sites complete the *street wall polygon* except that no portion of the *street wall polygon* shall extend beyond the *lot lines* of the zoning lot.

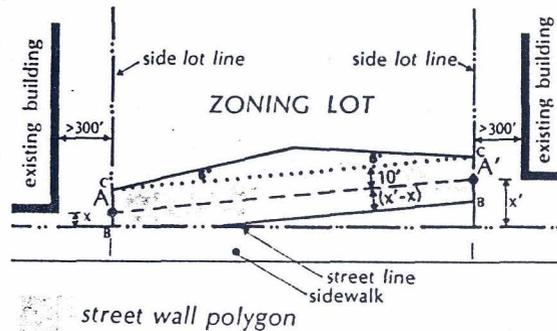


Illustration of Street Wall Polygon

B. For zoning lots with curved street lines

1. Repeat steps 1 and 2 to find points A and A'.
2. Find points B and B', 10'-0" in front of A and A' along the *side lot lines*, or *street lines* for corner sites.
3. Find points C and C', 10'-0" in back of points A and A', along the *side lot lines*, or *street lines* for corner sites.
4. Draw the line DD' which is equidistant along its length to points B and B'.
5. From the site survey, locate point E, the center of the circle producing the arc of the *street line*.
6. Locate point F, which is found by drawing a line perpendicular to DD' and intersecting point E.
7. From point F, swing an arc connecting B and B'.
8. Draw line CF and construct an angle 6° to the left of it from point C. Then construct a line perpendicular to CF and intersecting F. The intersection of these two lines is point G.
9. Draw line C'F and construct an angle 6° to the right of it from point C'. Then construct a line perpendicular to C'F and intersecting F. The intersection of these two lines is point G'.
10. Swing an arc with a radius of distance GC to the right (on the accompanying diagram) until it intersects the *side lot line* or *street line* on which B', A' and C' are located.

11. Swing an arc with a radius of distance G'C', until it intersects the line drawn in step 10.
12. The lines drawn in step 7, 10 and 11 and the *side lot lines*, or *street lines* for corner sites, form the *street wall polygon*.
13. No portion of the *street wall polygon* shall extend beyond the *lot lines*.
14. *Zoning lots* with complex curves follow a similar procedure using radius lines drawn to the points of inflection. They are constructed so that the largest depth of the *street wall polygon* occurs near the center of the site.

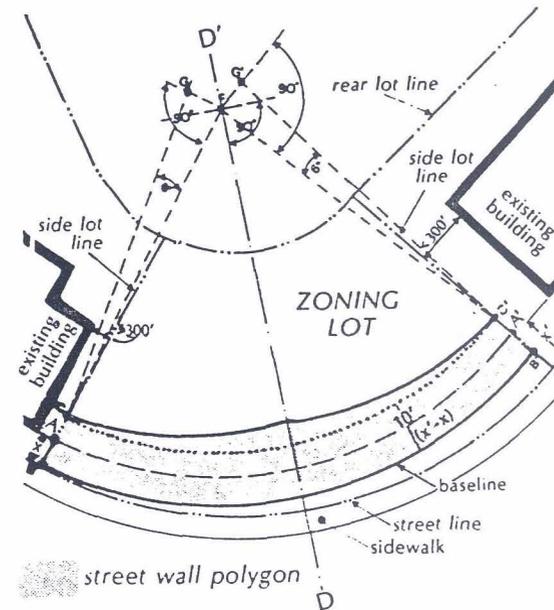


Illustration of Street Wall Polygon for Curved Street Lines

74-953

Requirements for Application

An application to the City Planning Commission for the grant of a special permit under this Section shall include a site plan showing the location and proposed use of all *buildings* or *other structures* and the location of all vehicular entrances and exits and off-street parking spaces, typical floor plans showing the location of activity spaces including enclosed parking spaces; *building* elevations showing the size of windows; a map of the surrounding area including all adjoining and nearby property which falls within the limits of the *maximum shadow* and the *street district* and shows the location and height of all permanent structures, property lines and *streets*, program computations for each of the elements under Section 74-954; all information necessary to indicate the modifications requested; and such other information that may be required by the Commission to determine that the guidelines of Section 74-954 (Guidelines for applications) are met.

Guidelines for applications

Each residential development shall be evaluated under the scoring system set forth in the guidelines of this section. This section is comprised of four programs. A program consists of program elements. The programs, their respective program elements and their maximum allowable housing quality points are set forth below.

A. Neighborhood Impact

	Maximum Allowable Housing Quality Points	
	Built-up Street District	Non Built-up Street District
1. Offsite Sunlight	8.0	10.0
2. Ground Floor Activity	4.9	6.0
3. Street Wall Length	3.1	5.0
4. Street Wall Height	3.1	N.A.
5. Building Height	3.1	N.A.
6. Street Trees	2.8	4.0
Total	25.0	25.0

B. Recreation Space

1. Type and Size	9.4
2. Sunlight Onsite	5.5
3. Parking	4.1
4. Planting	3.1
5. Trees	2.9
Total	25.0

C. Security and Safety

1. Density of Corridor	5.0
2. Visibility from Public Space to Elevator Doors	5.0
3. Visibility of Private Outdoor Space from the Lobby	5.0
4. Surveillance from Dwelling Units	4.4
5. Entry of Building from Parking Garage or Lot	3.1
6. Visibility of Elevator Door to Dwelling Unit Door	2.5
Total	25.0

D. Building Interior

1. Size of Dwelling Unit	4.5
2. Sunlight in Dwelling Unit	3.9
3. Window Size	3.8
4. Visual Privacy—Onsite	2.7
5. Visual Privacy—Offsite	2.7
6. Through Ventilation	2.6
7. Daylight in Public Corridors	1.8
8. Pram, Bicycle and Bulk Storage	1.6
9. Waste Storage	1.4
Total	25.0

When a development is located in more than one street district, the special regulations in Section 74-955 (Special regulations for developments in more than one street district) shall apply.

Housing Quality Program Elements

A. NEIGHBORHOOD IMPACT

1. Offsite Sunlight. To maximize sunlight on nearby residential and commercial buildings and open space as well as public parks, public sidewalks and public pedestrian malls.

Maximum Housing Quality Points. 8.0 Built-up Street District
10.0 Non Built-up Street District

Requirements for Full Compliance. The proposed shadow area shall be as small a percentage of the maximum shadow area as possible.

Housing Quality Point Computation.

Built-up Street District	Non Built-up Street District
(8.0) — (8.0) X (a/A)	(10.0) — (10.0) X (a/A)

where:

A = Maximum shadow area

a = Proposed shadow area

2. Ground Floor Activity. To encourage visible activity and/or public uses fronting on sidewalks or public pedestrian streets or easements adjacent to the site.

Maximum Housing Quality Points. 4.9 Built-up Street District
6.0 Non Built-up Street District

Requirements for Full Compliance. The total activity surface of the street wall shall be 70% of the area of the first 15'-0" height of street wall.

Housing Quality Point Computation.

Built-up Street District	Non Built-up Street District
(4.9)(b/B)	(6.0)(b/B)

where:

B = C (Length of street line, see program element #3) X 15'-0" X .7

b = Total square feet of activity surface

Special Conditions.

- i. In Commercial Districts which have an R10 equivalent or C1 or C2 Districts governed by R10 district regulations for any zoning lots which have wide street frontage in excess of 50 feet, at least 50% of such wide street frontage shall be occupied by commercial uses allowed by the District Regulations. Walls which are not transparent shall be decoratively treated. The height of signage shall reflect the prevailing height of signage on adjoining and adjacent zoning lots.
- ii. For zoning lots or portions of zoning lots directly opposite highways, highway access ramps or sites zoned for manufacturing or auto related uses; 'b' equals 'B'.

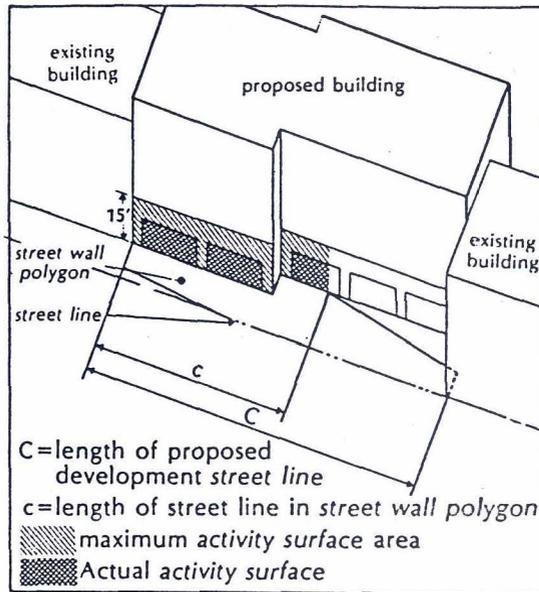


Illustration of Activity Surface

- iv. For corner zoning lots 'C' may be reduced by 10' for each corner in a street wall polygon, or by the length of the base line between the street line and base line of the intersecting street wall polygons.

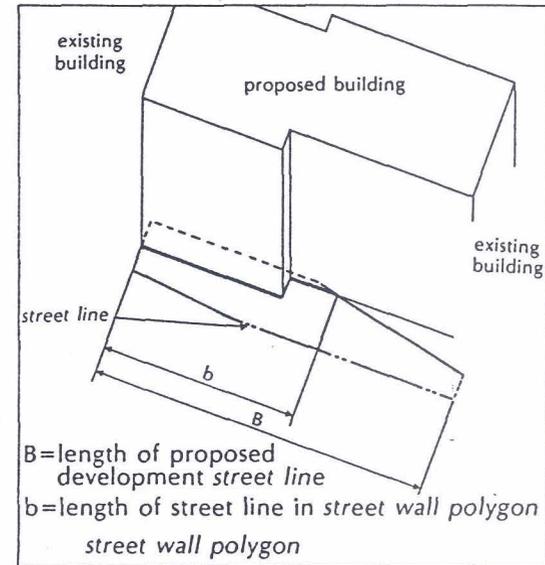


Illustration of Street Wall Length

3. Street Wall Length. To preserve neighborhood scale by visually and physically connecting the street wall of the proposed buildings with the street wall of existing nearby buildings.

Maximum Housing Quality Points. 3.1 Built-up Street District
5.0 Non Built-up Street District

Requirements for Full Compliance. The length of the street wall of the proposed buildings falling within the street wall polygon and projected perpendicularly on the street line shall equal the length of the street line within a single street district.

Housing Quality Point Computation.

Built-up Street District	Non Built-up Street District
(3.1)(c/C)	(5.0)(c/C)

where:

C = Length of site street line

c = Length of the street wall of the proposed buildings falling within the street wall polygon and projected perpendicularly on the street line

Special Conditions.

- i. For sites or portions of sites divided by or adjacent to highways or highway access ramps a permanent wall or fence may qualify as a street wall if it is at least 7'-0" high and 50% opaque.
- ii. For sites in R3, R4 and R5 Districts; 'C' may be multiplied by up to .5, .7 and .9 respectively.
- iii. For sites where portions of street lines are bisected by utility easements 'c' may be reduced by the width of the easement.

4. Street Wall Height. To preserve neighborhood scale by relating the height of the street wall of the proposed development to the height of the street wall of nearby existing buildings.

Maximum Housing Quality Points. 3.1 Built up Street District
N.A. Non Built-up Street District

Requirements for Full Compliance. The proposed street wall height of the development shall equal the median height of the street wall of existing buildings on the same side of the street and in the street district.

Housing Quality Point Computation.

Built-up Street District	Non Built-up Street District
3.1 [(d/D) X (c/C)]	Not Applicable

where:

D = Existing street height

d = Proposed street wall height

C = Length of site street line (see program element #3)

c = Street wall length of the proposed building falling within the street wall polygon and projected perpendicularly on its street line (see program element #3)

Special Conditions.

- i. When d/D is greater than 1.0; the fraction shall be reversed and D/d shall be used.

- ii. For *buildings* which do not have maximum compliance, compliance may be determined by the application of a *range* to the median height of the existing *street wall*. This *range* can be applied above and below the median.
- iii. For *buildings* which have more than one *street wall height*, each *street wall height* will be compared separately to the median height of the existing *street wall* or to the nearest height in the applied *range* (see above). The compliance of each height is weighted in relation to its portion of the total *street wall area* and multiplied by the maximum points. Their sum is then multiplied by the ratio (c/C).

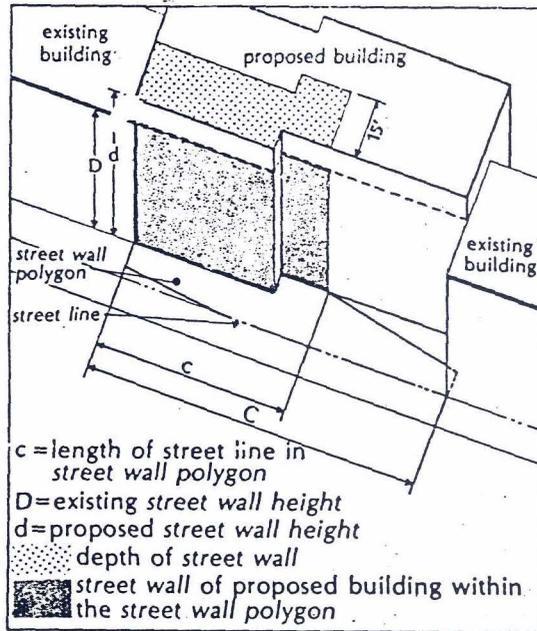


Illustration of Street Wall Height

Building Height. To maintain neighborhood scale and skyline by relating the height of the proposed *building(s)* to the predominant *building* height of nearby *buildings*.

Maximum Housing Quality Points. **3.1 Built-up Street District**
N.A. Non Built-up Street District

Requirements for Maximum Compliance. The proposed *building* height shall relate to the median height of the existing *buildings* in its *street district*.

Housing Quality Point Computation.

<i>Built-up Street District</i>	<i>Non Built-up Street District</i>
(3.1)(E/e)	Not Applicable

where:

E = Median height of all existing *buildings* in the *street district*
e = Proposed *building* height

Special Conditions.

- i. When E/e is greater than 1.0; the fraction shall be reversed and e/E shall be used.
- ii. For *buildings* which do not have maximum compliance; compliance may be determined by the application of a *range* to the median height of the existing *buildings*. The *range* can be applied above and below the median.
- iii. For *buildings* which have more than one height, each *building* height will be compared separately to the median height of the existing *buildings*, or to the nearest height in the applied *range* (see above). The compliance of each height is weighted in relation to its portion of the total *building* roof plan area.
- iv. For *developments* where the existing *street wall height* is greater than the median *building height*, the existing *street wall height* and *range* may be used for E.

6. Street Trees. To assure that sidewalks are shaded and attractive.

Maximum Housing Quality Points. **2.8 Built-up Street District**
4.0 Non Built-up Street District

Requirements for Full Compliance. There shall be one *street tree* for every 25 linear feet of sidewalk adjoining the site. To qualify a *street tree* must 1) be at least 3½"-4" caliper, 2) be set into the sidewalk and planted in topsoil at least 3'-6" deep, 3) have a minimum planting bed of 25 square feet, 4) have tree guards at least 3'-0" in height, 5) be covered by a 4 year maintenance bond.

Housing Quality Point Computation.

<i>Built-up Street District</i>	<i>Non Built-up Street District</i>
(2.8)(f/F)	(4.0)(f/F)

where:

F = Total linear feet of sidewalk, less 25 feet for each corner in the *street district*, divided by 25

f = Number of qualifying trees planted in the sidewalk

Special Conditions.

- i. For sites where tree planting cannot coincide with the issuance of a Certificate of Occupancy; trees may be planted up to one year after issuance of the Certificate of Occupancy provided a performance bond guaranteeing tree installation is posted.

B. RECREATION SPACE

1. Type and Size. To provide appropriate recreation space and satisfy tenant needs.

Maximum Housing Quality Points. **9.4**

Requirements for Full Compliance. The proposed *building* shall have *adult use*, *child use* and *mixed use space* based on its population, and *free use space* based on its permitted density.

Adult use, *child use* and *mixed use space* which is indoors, including *balconies* and *terraces*, shall be excluded from *floor area* calculations.

The population of a *building* shall be based on its *dwelling unit* distribution; 2 adults for each *dwelling unit* (except *dwelling units* of 2.5 *zoning rooms* or less where a single adult is assumed) and 1 child for each additional *zoning room* above 4.5 *zoning rooms* per *dwelling unit*.

To find the preferred square feet of recreation space, use the following chart:

Preferred *Adult Use Space* = Number of Adults X 10 SF.
 Preferred *Child Use Space* = Number of Children X 20 SF.
 Preferred *Mixed Use Space* = Total Population X 20 SF.
 Preferred *Free Use Space* = (Total Site Area X *Recreation Factor*) Less (Space already allocated for *Adult, Child and Mixed Uses*)

Housing Quality Point Computation.

$$9.4 [(a/A) + (b/B) + (c/C) + (d/D)] \div 4$$

where:

A = Preferred *Adult Use Space* a = Provided *Adult Use Space*
 B = Preferred *Child Use Space* b = Provided *Child Use Space*
 C = Preferred *Mixed Use Space* c = Provided *Mixed Use Space*
 D = Preferred *Free Use Space* d = Provided *Free Use Space*

Special Conditions.

- i. If one or more fractions, a/A, b/B, c/C, d/D, exceeds 1.0; 1.0 shall be used.
 - ii. For *zoning lots* extending over more than one block; each block shall be computed separately and a weighted compliance score shall be found on the basis of number of *dwelling units* on each block. The City Planning Commission may waive this requirement for all or some of the required facilities when the *street* pattern and the character of the neighborhood will not impede pedestrian traffic between sites.
 - iii. For sites 25,000 square feet or less; *mixed, adult and free use space* may be combined for greater flexibility, except that Balconies and Private Terraces may be no more than 25% of the total combination. In R10 Districts the maximum percentage shall be increased to 40%.
 - iv. For *buildings* in R10 Districts the maximum *floor area* of a Health Club Gym to be excluded from *floor area* calculations shall be 3,500 square feet.
 - v. For *zoning lots* where the onsite parking requirements have been waived, the maximum Housing Quality points for Type and Size shall be increased to 10.0.
2. Sunlight Onsite. To maximum sunlight on onsite *outdoor space*.

Maximum Housing Quality Points.

5.5

Requirements for Full Compliance. The average amount of square feet receiving sunlight on onsite *outdoor space* at 9 A.M., 12 Noon and 3 P.M. during the equinox should be as great a percentage of the available onsite *outdoor space* as possible. The calculation procedures outlined in the definition of *proposed shadow area* shall apply here.

Housing Quality Point Computation.

$$(5.5) - (5.5)(e/E)$$

where:

E = Square feet of onsite *outdoor space*
 e = Average square feet of onsite *outdoor space* in shadow at 9 A.M., 12 Noon and 3 P.M. Shadows cast by *buildings* over 500' from property lines may be ignored.

Special Conditions.

- i. Shadows falling on onsite parking lots and access roads are exempt from the shadow computations.
 - ii. For *zoning lots* where the onsite parking requirements have been waived, the maximum Housing Quality points for Sunlight Onsite shall be increased to 6.0.
3. Parking. To enhance the quality of recreation space by insuring that *outdoor space* and parking facilities are visually and physically separate and that uses fronting on all types of recreation space relate to pedestrians and tenants.

Maximum Housing Quality Points.

4.1

Requirements for Full Compliance. The perimeter of a roofed parking structure, in plan, should be contiguous to *buildings* or sections of *buildings* devoted to *residential, public, commercial* or recreational uses. All access roads and loading docks to the structure shall be buffered by a 15'-0" width of *free use space*.

Housing Quality Point Computation.

$$(4.1)(f/F)$$

where:

F = Length of perimeter wall of parking structure, by floors, plus length of all access roads and loading docks
 f = Length of perimeter wall of parking structure, by floors, which is contiguous to *buildings* or sections of *buildings* devoted to *residential, public, commercial* or recreational uses plus length of access roads and loading docks which are adjacent to required buffer strips

Special Conditions.

- i. For Housing Quality *buildings* the City Planning Commission may reduce by up to 50% the onsite parking requirements in relation to the availability of offsite parking facilities.
- ii. Parking structures entirely below grade, or with their roofs no more than 4'-0" above grade shall be considered to be in full compliance.
- iii. The portions of garage walls which are within 10'-0" of *rear* or *side lot lines* of adjacent property located in M1, M2, M3, or C8 districts shall be in full compliance.
- iv. The portions of garage walls which are within 20'-0" of *street lines* directly opposite properties located in M1, M2, M3, or C8 districts or used for highway or railroad right-of-way shall be in full compliance.
- v. The portions of garage walls which are enclosed and located on a *side lot line* shared by another *residential zoning lot* and within 60'-0" of the *street line* shall be in full compliance.
- vi. For unenclosed rooftop parking; the perimeter of the roof shall not be in compliance.
- vii. For sites located in R3, R4 and R5 districts which are over 120,000 S.F.; open air parking shall be in full compliance if *all* surface lots have a 6'-0" planted median for each 60'-0" width of parking and one major tree of no less than 3½"-4" caliper for every 3 cars and if these lots, as well as their onsite access roads, are adjacent to 15'-0" buffers of *free use space*.
- viii. For sites located in R3, R4 and R5 districts over 120,000 S.F. and having both surface and enclosed parking; separate compliance scores shall be found for each type of parking. Compliance for surface lots shall be in accordance with the above qualifications. A single, weighted score shall then be found based on the number of cars in surface and enclosed parking.

- ix. For *zoning lots* where the onsite parking requirements have been waived, the Housing Quality points applicable to Parking shall be distributed among the remaining Recreation Program Elements as set forth under Special Conditions in each of the Recreation Program Elements.

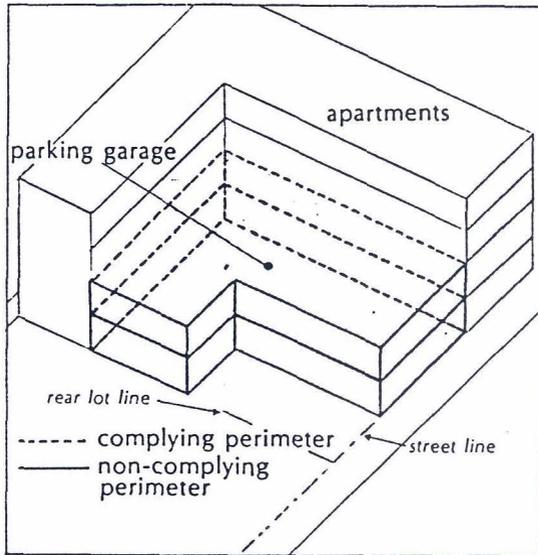


Illustration of Complying Perimeter of Parking Garage

Planting. To provide the proper amount of planted *outdoor space* as both actively used space and attractive buffers between recreation areas and other site uses.

Maximum Housing Quality Points. 3.1

Requirements for Full Compliance. The amount of planted *outdoor space* should conform to the following schedule.

District	R3	R4	R5	R6	R7	R8	R9	R10
Percentage of total outdoor space	70	65	60	50	45	35	30	20

To qualify, planted space must contain at least 3'-6" of topsoil and have adequate drainage and be well supplied with hardy grasses, groundcover, flowers or shrubs.

Housing Quality Point Computation.

$$(3.1)(g/G)$$

where:

G = Square feet of planted *outdoor space* based on above chart

g = Proposed square feet of planted *outdoor space*

Special Conditions.

- i. For *zoning lots* where the onsite parking requirements have been waived, the maximum Housing Quality points for Planting shall be increased to 4.6.

5. Trees. To insure that *outdoor space* is shaded and attractive.

Maximum Housing Quality Points.

2.9

Requirements for Full Compliance. A preferred total caliper of onsite trees shall be provided. It shall be determined by dividing the total *lot area* by the following ratio.

District	R3	R4	R5	R6	R7	R8	R9	R10
Ratio	125	150	200	250	300	350	400	500

All trees must be at least 3½"-4" caliper (major tree) or 8'-0" in height (minor tree), be planted in topsoil to a depth of 3'-6", be planted in a minimum of 200 cubic feet of soil, have adequate drainage, have tree guards 3'-0" high and be covered by a 4 year maintenance bond.

Housing Quality Computation.

$$(2.9)(h/H)$$

where:

H = Total *lot area* divided by ratio

h = Total caliper of qualifying trees planted in *outdoor space* within the property boundaries

Special Conditions.

- i. For sites where tree planting cannot coincide with the issuance of a Certificate of Occupancy; trees may be planted up to one year after issuance of the Certificate of Occupancy provided a performance bond guaranteeing tree installation is posted.
- ii. For sites where trees die or are diseased anytime after the issuance of a Certificate of Occupancy the owner may take up to one year to replace the tree.
- iii. For *zoning lots* where the onsite parking requirements have been waived, the maximum Housing Quality points for Trees shall be increased to 4.4.

C. SECURITY AND SAFETY

1. Density of Corridor. To increase recognition among neighbors on each floor for better security.

Maximum Housing Quality Points.

5.0

Requirements for Full Compliance. The number of *zoning rooms* for each separate corridor shall not exceed 30.

Housing Quality Point Computation.

$$(5.0)(a/A)$$

where:

A = Total number of *zoning rooms*

a = Number of *zoning rooms* serviced by a corridor servicing no more than 30 *zoning rooms*

Special Conditions.

- i. For a *building* where a corridor services *dwelling units* on only one of its sides and has either a transparent window or opening at least 4'-0" high along 75% of its length, 45 *zoning rooms* may be used for full compliance.
- ii. For *buildings* with 24 hour doorman service, guaranteed by all leases; 45 *zoning rooms* may be used for full compliance.

- iii. For corridors which have a portion of their length complying with special condition i., the permitted number of zoning rooms serviced shall be weighted on the basis of the number of zoning rooms serviced by each portion.
 - iv. For dwelling units entered directly from outdoor space, full compliance is achieved. An average compliance, weighted by the number of dwelling units entered from the street and those serviced by a corridor shall be computed.
 - v. For zoning lots where the onsite parking requirements have been waived, the maximum Housing Quality points for Density of Corridor shall be increased to 5.5.
2. Visibility from Public Space to Elevator Doors. To permit elevator doors to be visible from the street and to remain visible upon approach from the street.

Maximum Housing Quality Points. 5.0

Requirements for Full Compliance. Elevator doors shall be visible from any single point at the intersection of the street line and the path to the main lobby. Visibility can occur only when an unobstructed straight line may be drawn between this point and the center of the elevator doors. This line may pass through transparent surfaces. The path must be lit to approximately the same level as the adjoining street. Lights should not shine into dwelling units.

Housing Quality Point Computation.
(5.0)(b/B)

where:

B = Total number of elevator doors in main lobby
b = Total number of elevator doors visible from the point of intersection of the path to the main lobby and the street line

Special Conditions.

- i. For buildings with a 24 hour doorman service guaranteed by all leases; main lobbies shall be in full compliance.
- ii. For buildings planned to have lower floor access by stairways, both elevator doors and stairways (see special condition i.) shall be used to meet the requirements of this program element.
- iii. Dwelling units entered directly from private outdoor space or semi-private outdoor space falling within the street wall polygon shall be in full compliance. Partial compliance, weighted by the number of dwelling units with direct entries and those requiring main lobbies shall be found.
- iv. For developments with two or more main lobbies, compliance shall be computed separately for each and weighted by the number of dwelling units serviced by each main lobby.
- v. For zoning lots where the onsite parking requirements have been waived, the maximum Housing Quality points for Visibility from Public Space to Elevator Doors shall be increased to 5.5.

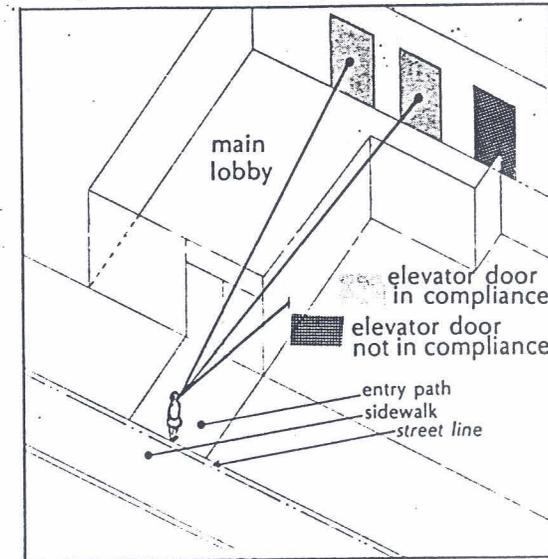


Illustration of Visibility of Elevator Doors From the Street

3. Visibility of Private Outdoor Space from the Lobby. To insure the safe use of all private outdoor space by tenants.

Maximum Housing Quality Points. 5.0

Requirements for Full Compliance. All private outdoor space should be visible from within a lobby. Visibility is measured at eye level and occurs between two sight lines which originate at any point within a lobby and extends through transparent openings. Any permanent structure over 4'-0" high is considered an obstruction.

Housing Quality Point Computation.
(5.0)(c/C)

where:

C = Total square feet of private outdoor space
c = Total square feet of private outdoor space visible from lobbies

Special Conditions.

- i. For developments with multiple lobbies the total amount of private outdoor space visible from a lobby shall be reduced by a fraction equal to the total number of zoning rooms serviced by the lobby divided by the number of zoning rooms in the development.
- ii. For dwelling units having direct access to private outdoor space these dwelling units shall be considered to be lobbies serving the number of zoning rooms in the dwelling unit with visibility measured at the door leading to the private outdoor space.
- iii. For developments with private outdoor space which is accessible only through private indoor recreation space, the door between them may be considered a lobby.
- iv. For zoning lots where the onsite parking requirements have been waived, the maximum Housing Quality points for Visibility of Private Outdoor Space from the Lobby shall be increased to 5.5.

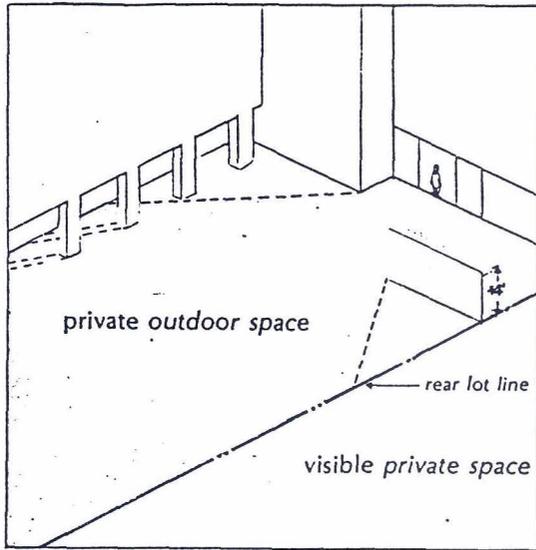


Illustration of
Visible Private Outdoor Space

4. Surveillance from Dwelling Units. To insure surveillance of *public*, *semi-private* and *private outdoor space* from *dwelling units* where people are likely to be at home during the day.

Maximum Housing Quality Points.

4.4

Requirements for Full Compliance. *Dwelling units* with 4.5 or more *zoning rooms*, and *dwelling units* designated for elderly and/or handicapped should be concentrated on the first four floors.

Housing Quality Point Computation.

(4.4)(d/D)

where:

D = Total number of *dwelling units* in the first four floors

d = Number of *dwelling units* for families, elderly and/or handicapped on first four floors

Special Conditions.

- i. For *developments* where marketing conditions or subsidy programs will not support the number of 4.5 *zoning rooms*, elderly or handicapped *dwelling units* necessary to achieve full compliance; the City Planning Commission may adjust 'D'.
- ii. For *zoning lots* where the onsite parking requirements have been waived, the maximum Housing Quality points for Surveillance from Dwelling Units shall be increased to 4.5.

5. Entry of Building from Parking Garage or Lot. To insure only authorized entrance into a *building* and *private outdoor space* from a garage or parking lot.

Maximum Housing Quality Points.

3.1

Requirements for Full Compliance. All access to or from a garage or parking lot shall be into *semi-private* or *public space* or into *main lobby* vestibules provided the vestibules are separated from the *main lobby* by locked doors.

Housing Quality Point Computation.

(3.1)(e/E)

where:

E = Total number of parking spaces

e = Number of parking spaces in lots or garages complying with program requirements.

Special Conditions.

- i. *Buildings* with elevators serving both *dwelling units* and garages achieve full compliance with this program element provided the elevator doors are equipped with locks in the garage and that keys to these locks are kept by tenants utilizing the garage.
 - ii. For *zoning lots* where the onsite parking requirement has been waived, the Housing Quality Program Element points applicable to Entry of Building from Parking Garage or Lot shall be distributed among the remaining Security and Safety Program Elements as set forth under Special Conditions in each of the Security and Safety Program Elements.
6. Visibility from Elevator Door to Dwelling Unit Door. To insure visibility from the elevator to all *dwelling unit* entrance doors on a floor.

Maximum Housing Quality Points.

2.5

Requirements for Full Compliance. The sight line between the elevator door—or stair exit door in non-elevator *buildings*, or *lobby door* for *dwelling units* accessible from the *lobby*—shall be unobstructed. The sight line is measured from a single point up to 3'-0" in front of the elevator door. A single convex wall-mounted shatterproof mirror may be used to aid visibility.

Housing Quality Point Computation.

(2.5)(f/F)

where:

F = Total number of *dwelling unit* entrance doors

f = Number of *dwelling unit* entrance doors complying with program

Special Conditions.

- i. For *buildings* planned to have lower floor access by stairways both elevator doors and stairway exit doors shall be used to meet the requirements of this program element.
- ii. *Dwelling units* entered directly from *outdoor space* shall be considered in full compliance with this program element. Compliance for the entire *development* shall be a weighted average based on *dwelling units* with direct entry and those with entry from a corridor.
- iii. For *zoning lots* where the onsite parking requirements have been waived, the maximum Housing Quality points for Visibility from Elevator Door to Dwelling Unit Door shall be increased to 4.0.

D. BUILDING INTERIOR

1. Size of Dwelling Unit. To create large, useable *dwelling units* accommodating a variety of life styles.

Maximum Housing Quality Points. 4.5

Requirements for Full Compliance. Gross square footage shall conform to the following schedule: 2.5 zoning rooms—605 sq. ft., 3.5 zoning rooms—785 sq. ft., 4.5 zoning rooms—1,035 sq. ft., 6.0 zoning rooms—1,285 sq. ft., 7.0 zoning rooms—1,500 sq. ft., 8.0 zoning rooms—1,705 sq. ft.

Housing Quality Point Computation.

$$(7.5)(a/A) - 3$$

where:

A = Gross amount of square feet as preferred by program

a = Total gross square feet of all *dwelling units*

2. Sunlight in Dwelling Units. To assure sunlight in each *dwelling unit* by proper orientation of the *buildings*.

Maximum Housing Quality Points. 3.9

Requirements for Full Compliance. Sunlight shall fall on the windows (which may be bay windows) in the largest *living room* in the *dwelling unit* for any consecutive three hours between 9 A.M. and 3 P.M. during the equinox.

Housing Quality Point Computation.

$$(3.9)(b/B)$$

where:

B = Total number of *dwelling units* in the *buildings*

b = Total number of *dwelling units* complying with program

3. Window Size. To maximize light, views and a feeling of spaciousness.

Maximum Housing Quality Points. 3.8

Requirements for Full Compliance. There shall be 1 square foot of window for every 3 square feet of gross floor area in the largest *living room* (including the dining alcove) plus 1 square foot of window for every 8 square feet of the remainder of the gross floor area in the *dwelling unit*.

Housing Quality Point Computation.

$$(5.5)(c/C) - 1.7$$

where:

C = Total window size as required by program for the entire *building*

c = Actual total surface area of *dwelling unit* windows

4. Visual Privacy—Onsite. To insure visual privacy from other *residential* and non-*residential* tenants

Maximum Housing Quality Points. 2.7

Requirements for Full Compliance. The average *penetration depth* between any windows of any regularly occupied space and any *dwelling unit* shall be no more than 1'-0" for each 5'-0" between the center points of the windows of the space. *Dwelling units* with a difference in finished floor elevation of 5'-0" or more are in full compliance.

Housing Quality Point Computation.

$$(2.7)(d/B)$$

where:

B = Total number of *dwelling units* in the *building*

d = Total number of *dwelling units* in which all windows comply

Special Conditions.

- i. For continuous strip windows or continuous openings in front of columns (as in parking structures) each area between columns shall be considered to be a separate window.
- ii. For windows with a sill height of 5'-6" and above; the window is in full compliance.

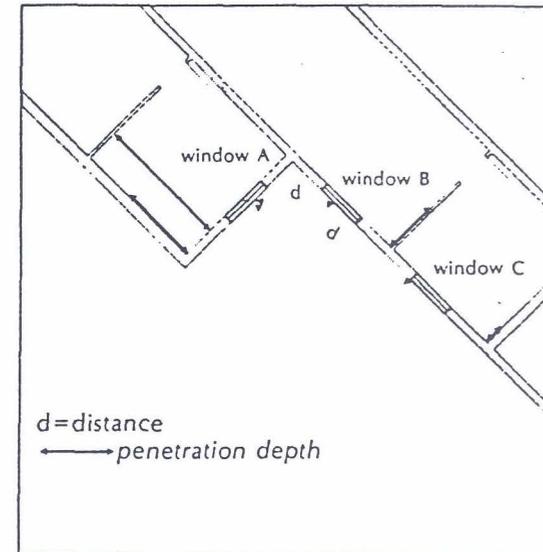


Illustration of Penetration Depth

5. Visual Privacy—Offsite. To insure that eye contact between an occupant of a ground floor *dwelling unit* and a pedestrian standing on the sidewalk is not possible.

Maximum Housing Quality Points. 2.7

Requirements for Full Compliance. The *rooms* in ground floor *dwelling units* with windows facing *semi-private* and *public space* shall have a finished floor elevation of no less than 3'-6" above the nearest *curb level* or be set back from the *street line* at least 18'-0" in R3 to R5 districts and 10'-0" in R6 to R10 districts.

Housing Quality Point Computation.

$$(2.7) [(e + e') \div E]$$

where:

E = Total length of ground floor *building* perimeter facing *semi-private* or *public space*

e = Total length of ground floor perimeter facing *semi-private* or *public space* which encloses non-*residential* functions

e' = Total length of ground floor perimeter facing *semi-private* or *public space* which encloses *residential* functions complying with the program

Special Conditions.

- i. For *buildings* which have legal windows adjoining a *lot line*, the Commission may modify the required distance when an equivalent area is allocated on the adjoining *lot*.
- ii. For *buildings* in R3 to R5 districts, where the space between the *street wall* and the *street line* is landscaped and enclosed by a fence and gate other than chainlink; the required depth may be reduced from 18'-0" to 12'-0" to comply with the privacy requirements.
- iii. For *buildings* in R6 to R10 districts where the space between the *street wall* and the *street line* is 8" to 24" above or below the nearest *curb level* and enclosed by a fence and gate other than chainlink; the required depth may be reduced from 10'-0" to 8'-0" to comply with privacy requirements.

Through Ventilation. To encourage natural through ventilation.

Maximum Housing Quality Points. 2.6

Requirements for Full Compliance. Through ventilation shall be provided in all *dwelling units*. Through ventilation occurs when at least 2 windows which are no less than one tenth the gross *floor area* of the *room* they ventilate are located in separate *rooms* with opposite or nearly opposite exposures.

Housing Quality Point Computation.

If (f/B) is .0 to .33 If (f/B) is .33 to .66 If (f/B) is .66 to 1.00
(4.6)(f/B) (2.4)(f/B) + .7 (f/B) + 1.6

where:

B = Total number of *dwelling units* in the *building*

f = Number of *dwelling units* through ventilated

Daylight in Building Circulation Space. To make *building* circulation space more attractive by providing natural light.

Maximum Housing Quality Points. 1.8

Requirements for Full Compliance. *Building* circulation space on a floor shall have 1 square foot of window for every 10 square feet of *floor area*. In non-elevator buildings the *floor area* of stairways is calculated in plan.

Housing Quality Point Computation.

(1.8)(g/B)

where:

B = Total number of *dwelling units* in the *building*

g = Number of *dwelling units* entered from a *building* circulation space on a floor which complies with the program

Special Conditions.

- i. For *buildings* with *dwelling units* entered directly from *out-door space*; all such *dwelling units* are in full compliance.

Pram, Bicycle and Bulk Storage. To provide adequate, secure and convenient storage for prams, bicycles and other bulk items owned by *building* tenants.

Maximum Housing Quality Points.

1.6

Requirements for Full Compliance. Bulk storage can be provided in individual *dwelling units* or in common storage rooms. When such space is within a *dwelling unit* it must be at least 16 square feet and have a minimum dimension of 4'-0". When such space is shared there shall be 5 square feet of storage space for each additional *zoning room* above 1.5, in every *dwelling unit*. Shared storage space must be located within 20'-0" of an elevator door and no more than 4'-0" below grade or off of *private open space* if it is directly accessible by ramp and within 4'-0" of established grade.

Housing Quality Point Computation.

(1.6)(h/H)

where:

H = Total number of *dwelling units* in the *building*

h = Total number of *dwelling units* for which adequate storage has been provided

Special Conditions.

- i. For multi-*building developments*; compliance shall be computed separately for each *building*. A final score shall be obtained by an average weighted by the number of *dwelling units* in each *building*.

9. Waste Storage. To provide adequate, convenient and clean garbage disposal space.

Maximum Housing Quality Points.

1.4

Requirements for Full Compliance. *Building* circulation space on each floor shall have its own garbage disposal room containing a garbage chute. The garbage disposal room shall be a minimum of 10 square feet if it serves 8 *dwelling units* or less. It shall be enlarged 1 square foot for each additional *dwelling unit*. The door to the room must be equipped with a door closer. The chute door should be equipped with a sound deadening device.

Housing Quality Point Computation.

(1.4)(i/I)

where:

I = Total number of *dwelling units*

i = Total number of *dwelling units* serviced by a circulation space with garbage rooms complying with program requirements

Special Conditions.

- i. *Buildings* of 5 floors or less with no more than 4 *dwelling units* on a floor and that have enclosed exterior garbage storage which is accessible to both tenants and the Sanitation Department, are in full compliance.

74-955

Special Regulations for Developments falling in more than one street district.

For *development* sites which are located in two or more *street districts*, the procedures for calculating the number of Housing Quality Points obtained in the Neighborhood Impact program shall be modified according to the following regulations.

- 1) Program elements 2, 3, 4, 5 and 6 shall be computed separately for each *street district*. The sum of the Housing Quality Program Points for program elements 2, 3, 4, 5 and 6 in the Neighborhood Impact program shall then be found for each *street district*.

- 2) A weighted average shall be found by multiplying the sum for each *street district* found in step 1 by the length of the *street line* pertaining to the *street district*. The products found for each *street district* are added and then divided by the sum of the total lengths of *street lines* used for each *street district*. The sum of the *street lines* may exceed actual length because some *street line* lengths may occur in two *street districts*.
- 3) The final total in the preceding step shall then be added to the number of Housing Quality Points found in program element number 1 to obtain the final score for the Neighborhood Impact program. If all the *street districts* are either *built-up* or *non built-up* no further adjustments are required. If the *street districts* are divided between *built-up* and *non built-up* the following formula shall be used to determine a new maximum value for program element number 1.

$$\frac{8(x) + 10(y)}{x + y} = \text{maximum value for program element number 1}$$

where:

x = sum of the lengths of *street line* in all *built-up street districts*
 y = sum of the lengths of *street line* in all *non built-up street districts*

The new compliance formula shall be:

$$mv - mv(a/A)$$

where:

mv = new maximum value for program element number 1
 a = *proposed shadow area*
 A = *maximum shadow area*

74-956

Special regulations for simplification of measurement of complex shapes.

To simplify the area calculations required to find the *maximum shadow area*, the *proposed shadow area*, the *existing street wall height*, the median height of existing *buildings*, and to determine if a *street district* is a *built-up street district* or a *non built-up street district*, a grid may be used. This grid shall be for the purpose of aggregating areas. It may be placed in any manner over the shape or area being measured. The grid may consist of squares no larger than 20'-0" (in the scale of the drawing). When a grid is partly covered by a *building* which has a number of different heights within the grid or partly covered by shadow, the predominant condition shall apply to the entire grid. To further simplify calculations required for the *maximum shadow area* and the *proposed shadow area* all land may be considered to be flat. When extreme slopes exist the City Planning Commission may require the actual topographical conditions be used in the calculations.

74-957

Special Regulations for Housing Quality Developments in R10 Districts or Commercial Equivalents.

- A) Housing Quality *developments* in R10 Districts or *Commercial* equivalents which earn at least 85 Housing Quality Program points under the scoring system described in Section 74-954 (Guidelines for applications), score a mandatory minimum of 15 points in each of its 4 parts, as a precondition for application, may be increased from a *floor area ratio* of 10 to a maximum of 12 and the *lot area per room* may be reduced from 30 to a minimum of 24.9, provided such *development* contains one or a combination of the public amenities described below.

As a precondition for any application for a Housing Quality *development* special permit in an R10 District or *Commercial* equivalent the following conditions shall be satisfied:

- 1) Curb cuts. The number of curb cuts shall be limited to one per *street*. No curb cuts shall be allowed on *wide streets*. The number and location of curb cuts for *zoning lots* with only *wide street* frontage or for sites 40,000 square feet or larger may be modified by the City Planning Commission.
 - 2) Central Trash Collection. There shall be a single location for the collection and removal of all trash from the *building*, including *commercial* uses, within the *building* and such facility shall be protected by an enclosure surfaced with the same materials as that of the *building* proper. The size and design of the enclosure must meet the requirements of the Sanitation Department and the private carting service.
- B) In order to earn an increase in *floor area ratio* and a reduction in *lot area per room* in a Housing Quality *development*, the *development* shall first provide a *plaza* or a neighborhood improvement or a combination of the two. The following are bonusable public amenities for Housing Quality *developments*.
- 1) A *plaza* as defined in Section 12-10 except that:
 - a) The *plaza* in a *residential* District shall be aggregated into a single space having a minimum dimension of 40 feet and a minimum area of 4,000 square feet and be accessible at all times for public use. The *plaza* shall be developed as either *residential park*, *residential plaza*, or *residential* playground based upon the appropriateness, size and location of the *plaza*. It shall, where possible, have a southerly orientation so as to maximize available sunlight.
 - b) Direct access along the *street line* abutting the *plaza* shall be at least 50 percent of such frontage.
 - c) The elevation of the *plaza* surface shall be within 3'-0" of the adjacent *curb level*. Differences in elevation shall be joined by ramps with slopes no greater than 5%.
 - d) The *plaza* shall be adequately landscaped with major trees, planting, seating and lighting.
 - e) The *plaza* shall display in a prominent location a plaque indicating the public nature of the space and information as required by the Commission.
 - f) Loading berths, driveways, parking areas, and other vehicular oriented spaces shall not be considered *plaza* space.
 - g) The *plaza* shall be maintained in accordance with a maintenance plan approved by the Commission.
 - 2) Neighborhood Improvements.
 - a) One or more offsite physical improvements such as *street trees*, decorative paving and sidewalks, bus shelters, planters, benches or sitting areas, trash containers, information kiosks, *street* furniture, artwork, or the cleaning of landmarks shall be provided within the area delineated by the *street district(s)* of the *zoning lot*.
 - b) The Commission, after consultation with the local Community Board, shall certify which neighborhood improvements shall be provided and the specifications for such improvements.
 - 3) An arcade as defined in Section 12-10 except that:
 - a) The *arcade* is permitted only in R10 districts with *Commercial* overlays or *Commercial* equivalents.

- b) An *arcade* shall be provided where adjoining or adjacent existing *buildings* contain *arcades*.
 - c) The *arcade* is permitted on *zoning lots* whose *wide street street line* is in excess of 200' except that the *wide street street line* must be in excess of 400 feet on *wide streets* which are major *cross town streets*. When adjacent existing *buildings* contain *arcades* the minimum *wide street street line* requirement is waived.
 - d) The *arcade* shall extend the full length of the *zoning lot* along the *street line* of a *wide street*.
 - e) The exterior face of building columns shall be coincident with the *street line*.
 - f) The minimum depth of an *arcade* shall be 15'-0".
 - g) The average height of the *arcade* along the centerline of its longitudinal axis shall not be less than 15'-0". At no point shall the minimum height of the *arcade* be less than 8'-0".
 - h) The *arcade* shall be adequately illuminated.
 - i) The surface of the *arcade* shall be continuous with and at the same elevation as the adjoining sidewalk.
- 4) A public area which may be open to the sky or covered as set forth below:
 - a) The public area shall be permitted only in R10 Districts with *Commercial overlays* or in R10 *Commercial* equivalents.
 - b) A minimum of 15 percent of the *lot area* of the *zoning lot* shall be available for *public use*. This minimum area shall be aggregated into a single space and have a minimum dimension of 40'-0". At least 70 percent of this space shall be open to the sky or either partially or fully covered by a glazed roof surface.
 - c) For the purpose of insuring prominent public attention to the public area, it shall be clearly visible and directly accessible from an adjoining *street*.
 - d) Covered areas greater than 15'-0" deep shall have a minimum average height of 15'-0". At no point shall the minimum height of a covered area be less than 10'-0".
 - e) Covered areas which join a *street* or *arcade* to the aggregated minimum public area mentioned above shall be no less than 25'-0" wide.
 - f) It shall have permitted retail uses listed in Use Group 6 occupying the maximum feasible frontage along those bounding walls of the public area which do not abut *lot lines* or *street lines*. At least 50% of such frontage shall be *developed* with such uses. No more than 25 percent of the aggregated minimum public area mentioned above can be used for retail or *commercial use*. Opaque wall surfaces shall be treated decoratively.
 - g) The level of the public area shall at no point be more than 3'-0" above or 3'-0" below *curb level* of the *street* providing primary access to such public areas. Differences in elevation shall be joined by ramps with slopes no greater than 5%.
 - h) Seating shall be provided on the basis of one seat (18" wide with back) for each 125 square feet of public area.
 - i) There shall be a minimum of one major tree of 3½"-4" caliper or one minor tree 8'-0" in height per 1,000 square feet of the aggregated minimum area mentioned above.
 - j) A minimum of 10 percent of the total public area is to be planted.
 - k) The public area shall be maintained in accordance with a maintenance plan approved by the Commission.

- 5) The preservation of an existing *building* or *buildings* on the same *zoning lot* which, except for required *rear* and *side yards* is contiguous to an existing *building* on an adjoining *zoning lot*. This *building* must be scored in accordance with the regulations governing the four sections of the Housing Quality Special Permit legislation as a part of the score for the entire application. For non-*residential buildings* only the Neighborhood Impact section need apply. The Commission also may waive Housing Quality requirements which are not possible to comply with because of existing structural conditions. In addition the Commission must find:
 - a) that the *building* to be preserved has made and will continue to make a significant positive impact towards the quality of the surrounding neighborhood by contributing to its economic, social, cultural or aesthetic character.
 - b) that when rehabilitation is necessary an acceptable schedule for its implementation accompanies the application for a special permit.
 - c) an acceptable agreement between the tenants and the developer which allows all tenants to:
 - i) continue as residents on the same *zoning lot* in *dwelling units* which have comparable size, exposure and floor.
 - ii) continue their existing rent levels subject to increases only at existing expiration dates and within the guidelines of either the rent stabilization or rent control laws, whichever is presently applicable to the preserved *building*.

Tenants and developers may reach other forms of mutually acceptable agreement but evidence must be submitted that the tenant who does so was aware of the two provisions governing relocation.
 - d) that the relocation practices followed by the developer on the entire *zoning lot* satisfy applicable government standards.

The area of *plazas* in Housing Quality *developments* shall be included in the calculation for Program Elements regulating Onsite Sunlight, Planting and Trees. That portion of the *public area* which corresponds to the minimum aggregated area shall be included in the calculations for Program Elements regulating Onsite Sunlight (assume open to the sky for computations) and Trees. The total *public area* shall be included in the calculations for the Program Element regulating Planting. All of the above shall conform to the requirements for compliance of the applicable Program Elements. The bonus-able area of *plaza*, *arcades* and *public areas* may not be applied towards the compliance of the recreation standards in the Type and Size Program Element in the Recreation Program.

Floor Area Bonus

- i) For each square foot of *plaza* or *public area* or portion thereof provided on the *zoning lot*, the total *floor area* permitted on that *zoning lot* under the provisions of Section 23-15 (Maximum Floor Area Ratio in an R10 District) may be increased by 6 square feet.
- ii) For each square foot of *arcade* or portion thereof provided on the *zoning lot*, the total *floor area* permitted on that *zoning lot* under the provisions of Section 23-15 (Maximum Floor Area Ratio in an R10 District) may be increased by 3 square feet.
- iii) For each \$5.00 of neighborhood improvement or portion thereof provided within the *street district*, the total *floor area* permitted on that *zoning lot* under the provisions of Section 23-15 (Maximum Floor Area Ratio in an R10 District) may be increased by one square foot except that the maximum increase in *floor area* shall not exceed 12% of the *floor area* permitted in Section 23-15.
- iv) The increase in the basic *floor area ratio* on a *zoning lot* for the preservation of an existing *building* shall be equal to one square foot for each square foot of *floor area* in the preserved *building*.

Lot Area Bonus

For each percent of additional *floor area* achieved by *plaza, arcade, public area, neighborhood improvement or preservation*, the *lot area* requirement of Section 23-22 (Required Lot Area Per Room) shall be reduced by 1 percent. However, in no event shall such reduction exceed 17 percent of the applicable *lot area* requirement set forth in Section 23-22.

74-958

Special regulations for Housing Quality developments on zoning lots divided by district boundaries.

For Housing Quality *developments* where the goals of the Neighborhood Impact program area impeded by district boundaries on the *zoning lot*, the total *floor area* and *rooms* as set forth below may be located anywhere on the *zoning lot* regardless of district boundaries. However, the applicable *use* regulations for each district shall apply only to that portion of the *zoning lot* located within such district.

- a) The maximum *floor area ratio* permitted on each portion of such *zoning lot* shall be multiplied by the percentage of the *zoning lot* to which such *floor area ratio* applies. The sum of the products thus obtained shall be the adjusted maximum *floor area ratio* applicable to such *zoning lot*. The total amount of *floor area* permitted on the *zoning lot* shall not exceed the sum of the *floor area* permitted for each portion of such *zoning lot* in accordance with the applicable district regulations for such portions.
- b) The *lot area per room* required for the *building* or *buildings* on the *zoning lot* shall be computed separately for that portion of the *zoning lot* located in each district. The total *lot area* of the *zoning lot* shall not be less than the sum of such required *lot areas* so computed. The total number of *rooms* permitted on the *zoning lot* shall not exceed the sum of the *rooms* permitted on each portion of such *zoning lot* in accordance with the applicable district regulations for such portion.
- c) When a *zoning lot* which was entirely in single ownership prior to September 1, 1975 is located partially in an R10 district or a *commercial* equivalent and partially in an R8 district the total *floor area* of the *zoning lot* may be increased to 12.0. The *floor area* increase shall be in accordance with the provisions of Section 74-957. For any *development* where the total *floor area* of the *zoning lot* has been increased, the R10 district regulations shall apply to the entire *zoning lot*.

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