

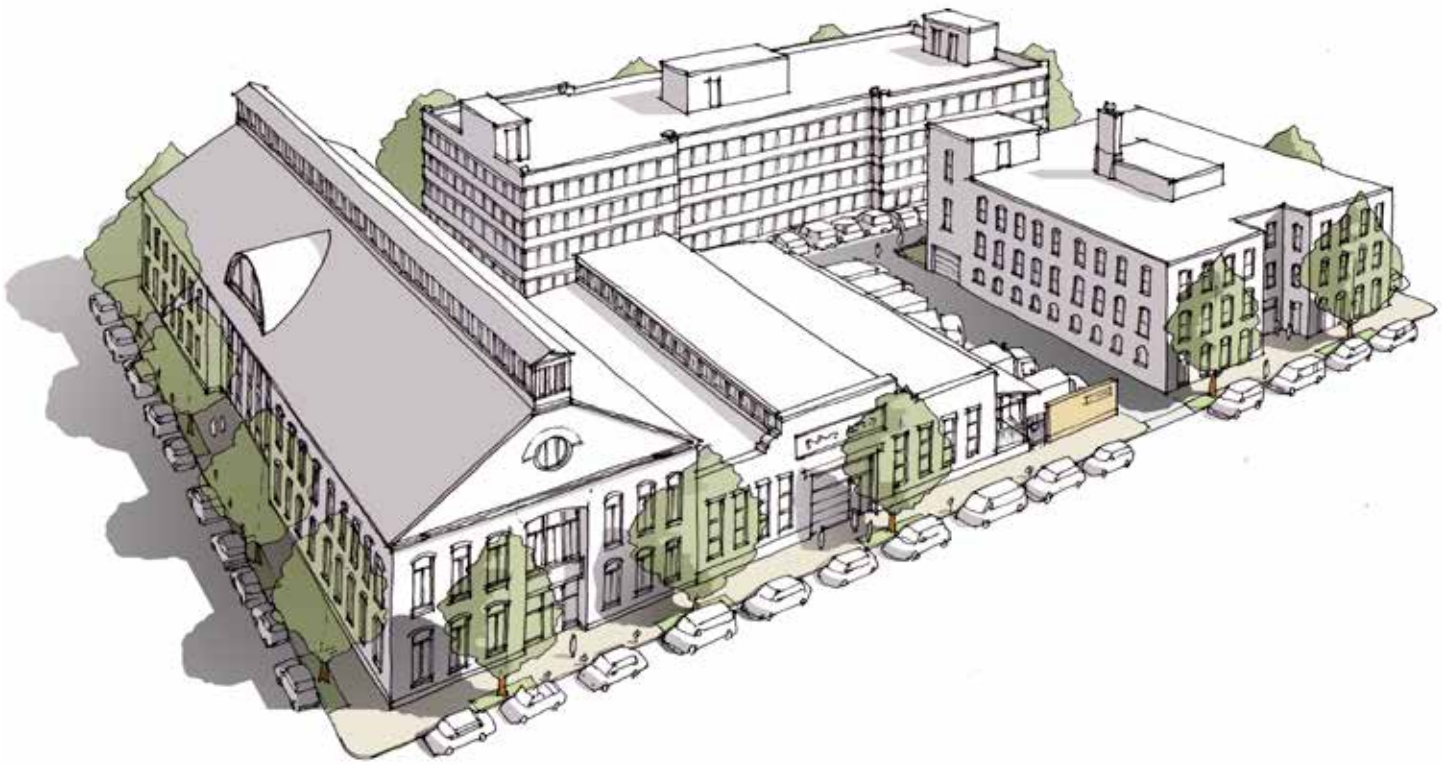
6 COMMERCIAL DISTRICTS

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6.1 FABRICATION (FAB)

1. Description

The Fabrication district is characterized by moderate to large floor plate buildings up to four (4) stories in height. Buildings are set close to the sidewalk to create a defined street wall that supports pedestrian activity and a sense of place. The district is entirely commercial with buildings typically designed or retrofitted to support multiple tenants.



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2. Intent

- a. To implement recommendations of SomerVision related to the arts & creative economy.
- b. To protect buildings that are key assets to the creative economy of Somerville from residential conversion, preserve existing work space, and retain incubator spaces for start-up, entry-, and mid-level businesses.
- c. To create, maintain, and enhance areas appropriate for small- and moderate-scale, single- and multi-use buildings; activities common to the arts & creative economy and supporting commercial activities; and a variety of employment opportunities in the arts & creative enterprises.

3. Purpose

- a. To permit the development of single- and multi-use buildings that do not exceed four (4) stories in height.
- b. To provide quality commercial spaces and permit a mix of uses common to the arts & creative economy and supporting commercial activities.
- c. To prohibit residential principal uses.

4. Applicability

- a. The section is applicable to all real property within the Fabrication district as shown on maps of the Official Zoning Atlas of the City of Somerville.

5. Development Review

- a. All development, excluding normal maintenance, requires the submittal of a development review application to the Building Official and the issuance of a Certificate of Zoning Compliance prior to the issuance of a Building Permit or Certificate of Occupancy.
- b. Proposed development may or may not necessitate the need for Site Plan Approval, a Special Permit, or a Variance based on the nature of the proposal. In such cases, additional development review is required in accordance with Article 15: Administration.
 - i. The Planning Board is the decision making authority for all development that requires Site Plan Approval or a Special Permit.
 - ii. The Zoning Board of Appeals is the Review Board for all Variances.
- c. Upon verification that no additional development review is necessary or completion of the required development review, a Zoning Compliance Certificate shall be issued by the Building Official to certify compliance with the provisions and procedures of this Ordinance.

6. Building Types

- a. One (1) principal building type may be built on each lot.
- b. The following building types are permitted by Site Plan Approval in the Fabrication district:
 - i. Fabrication Building
- c. Accessory structures are regulated according to Article 10: Development Standards of this Ordinance.

7. Fabrication Building

A moderate to large floor plate, multi-story building type typically designed with tall ceilings, expansive windows, wide corridors, service elevators, and loading docks. Fabrication buildings are sometimes naturally lit with a monitor, clerestory, or sawtooth roofs.

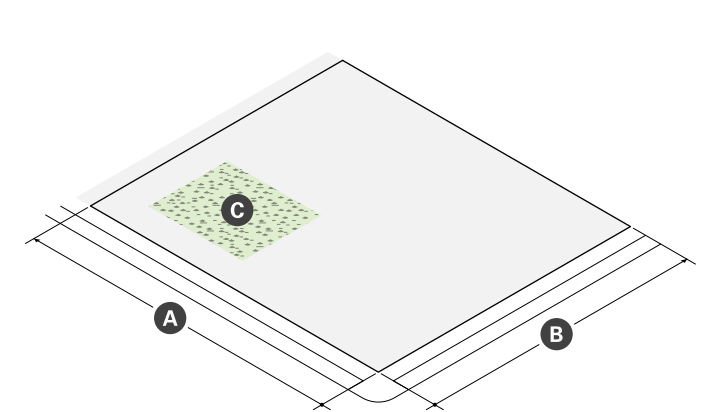
The following images are examples of the fabrication building type and are intended only for illustrative purposes.



7. Fabrication Building (continued)

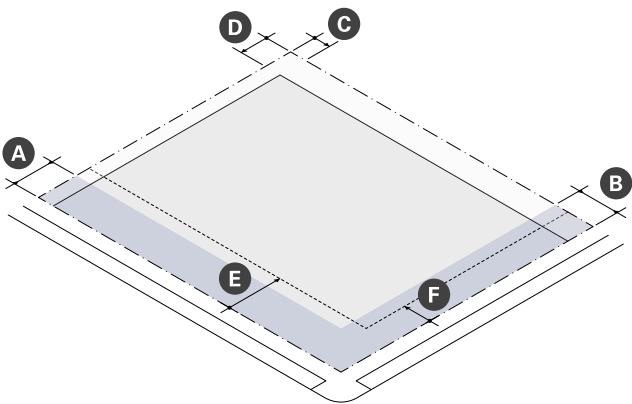
a. Lot Standards

b. Building Placement



Lot Dimensions	
A Width (min)	30 ft

Lot Coverage	
B Lot Coverage (max)	100%
C Green Factor (min)	0.20



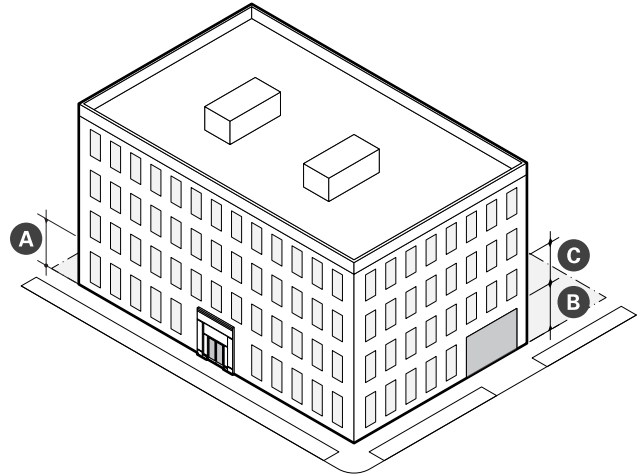
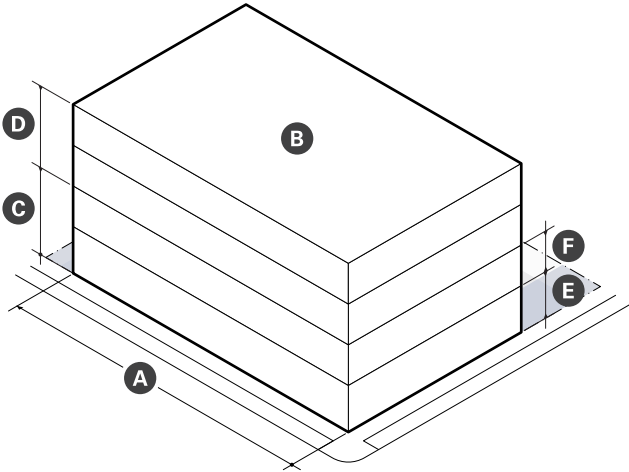
Building Setbacks		
A Primary Front Setback (min/max)	10 ft	20 ft
B Secondary Front Setback (min/max)	10 ft	20 ft
C Side Setback (min)	5 ft	
D Rear Setback (min)	20 ft	

Parking Setbacks	
E Primary Front Setback (min)	20 ft
F Secondary Front Setback (min)	10 ft

7. Fabrication Building (continued)

c. Height & Massing

d. Uses & Features



Main Body	
A Building Width (max)	n/a
Facade Build Out	
Front Street (min)	65%
Side Street (min)	65%
B Floor Plate (max)	30,000 sf
C Building Height, Stories (min)	2 stories
D Building Height, Stories (max)	4 stories
E Ground Story Height (min)	14 ft
F Upper Story Height (min)	10 ft
Building Height, Feet (max)	65 ft
Roof Type	n/a

Facade Composition	
Ground Story Fenestration (min)	--
A Front Street	50%
B Side Street	20%
C Upper Story Fenestration (min/max)	20% <u>70%</u>
Blank Wall (max)	50 ft

Use & Occupancy	
Ground Story Entrance Spacing (max)	n/a
Commercial Space Depth (min)	30 ft

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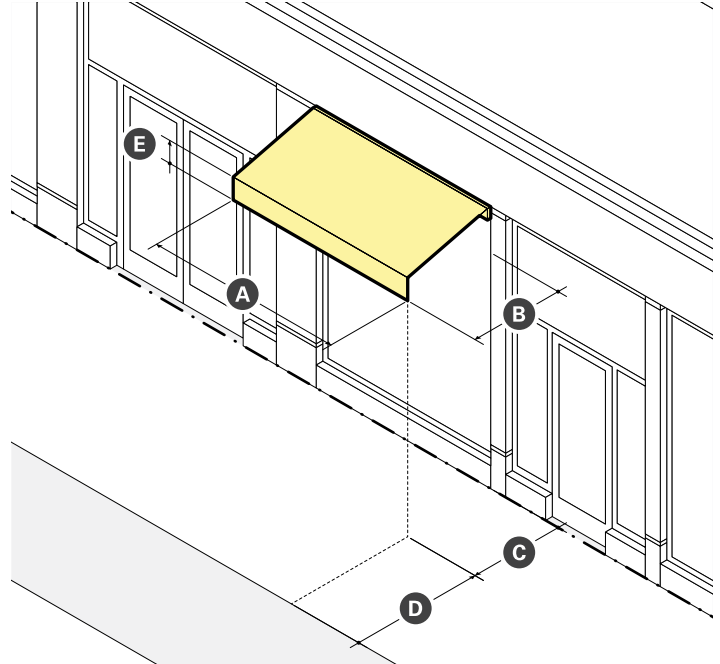
- i. Reserved

8. Building Components

- a. Building components are accessory elements attached to the main mass of a building.
- b. The following building components are permitted in the Fabrication (FAB) district:
 - i. Awning
 - ii. Entry Canopy
 - iii. Lobby Entrance
 - iv. Storefront
 - v. Bay
 - vi. Arcade
- c. Building components not expressly authorized are prohibited.
- d. Unless otherwise specified, building components may attach to other building components to create assemblies of components.

E. Awning

- i. An awning is a wall mounted frame covered with fabric or other material that provides shade and weather protection over a storefront or building entrance.



Dimensions	
A Width (min)	See §4.xxx)
B Projection (min)	3 ft
C Clearance (min)	8 ft
Front Setback Encroachment (max)	100%
D Setback from Curb (min)	2 ft
E Valance Height (max)	12 in

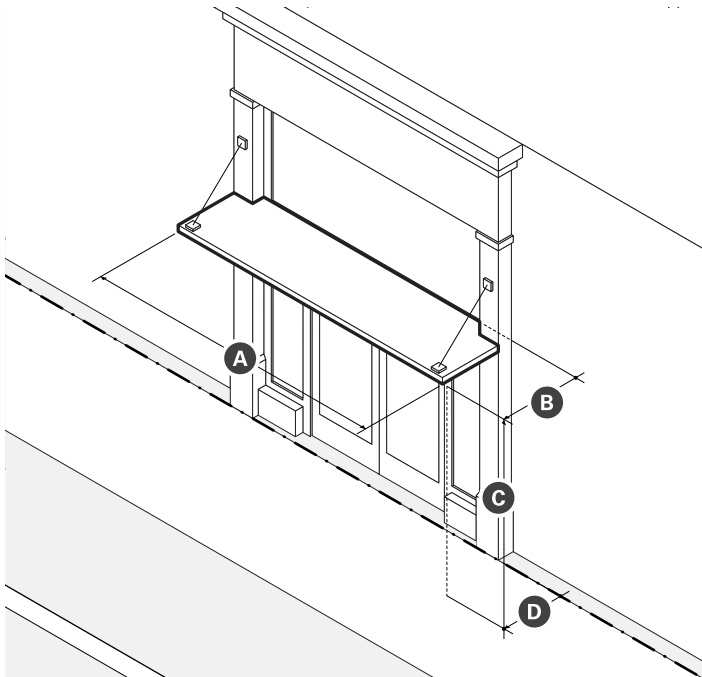
- ii. Standards
 - a). Awnings must be securely attached to and supported by the building and must fit the windows or doors the awning is attached to.
 - b). An awning must be made of durable, weather-resistant material that is water repellent.
 - c). Internally illuminated or back-lit awnings are prohibited.
 - d). An awning that projects over the sidewalk of a public thoroughfare requires compliance with all City Ordinances.

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F. Entry Canopy

- i. An entry canopy is a wall-mounted structure that provides shade and weather protection over a storefront or building entrance.

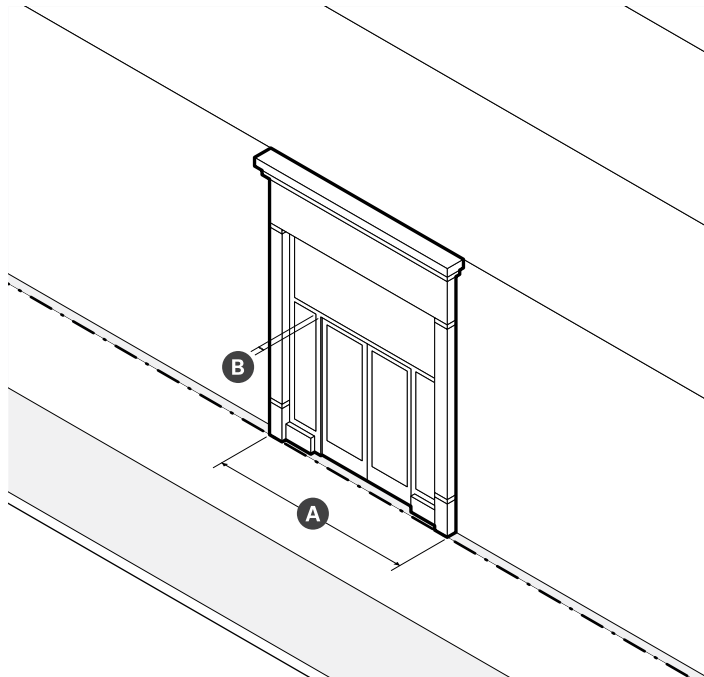


Dimensions	
A Width (min)	See §4.xxx)
B Projection (min)	3 ft
C Clearance (min)	8 ft
D Front Setback Encroachment (max)	100%
Setback from Curb (min)	2 ft

- ii. Standards
 - a). Entry canopies must be visually supported by brackets, cables, or rods.
 - b). The width of an entry canopy must be equal to or greater than the width of the doorway surround or exterior casing it is mounted over.

G. Lobby Entrance

- i. A lobby entrance is a non-load bearing assembly of entry doors and windows providing access and light to the lobby of a building.

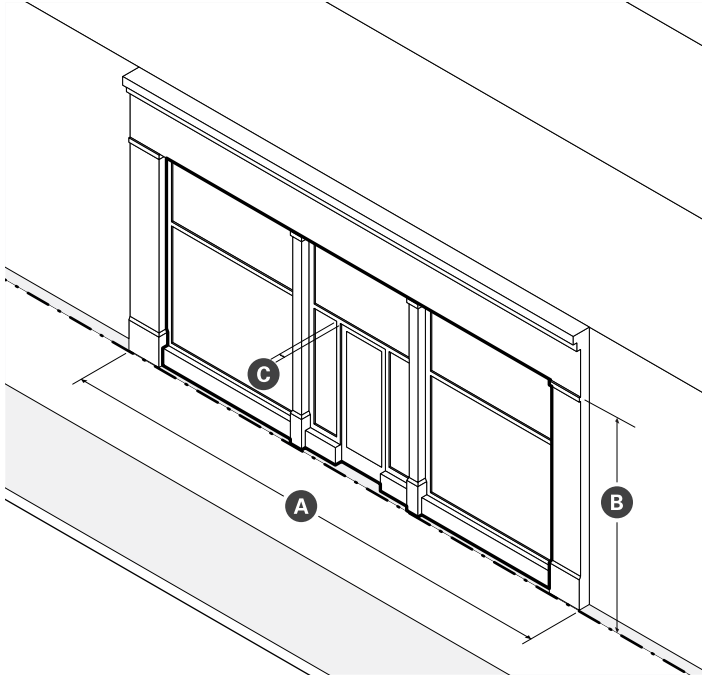


Dimensions	
A Width (max)	30 ft
B Recessed Entrance Width (max)	15 ft
Recessed Entrance Depth (max)	5 ft

- ii. Standards
 - a). When a lobby entrance is setback from the front lot line, the frontage must be paved.

H. Storefront

- i. A storefront is a non-load bearing assembly of commercial entry doors and substantial windows for the display of goods, services, and signs.

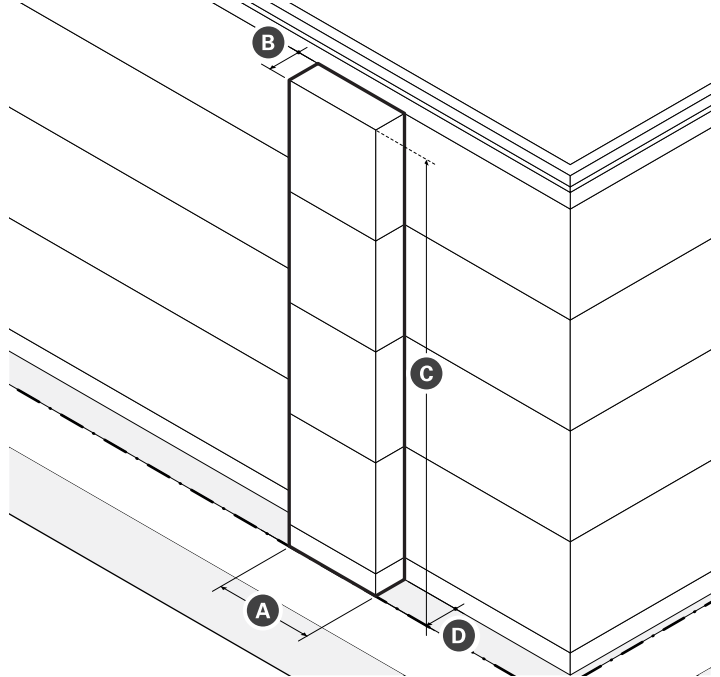


Dimensions	
A Width (max)	30 ft
B Display Window Height (min)	8 ft
C Recessed Entry Width (max)	15 ft
Recessed Entrance Depth (max)	5 ft

- ii. Standards
 - a). An unobstructed view of the interior space or a lighted and maintained merchandise display(s) must be provided for a depth of at least four (4) feet behind storefront display windows.
 - b). When storefronts are setback from the front lot line, the frontage area must be paved to match the abutting sidewalk.
 - c). When present, awnings and canopies must be mounted between columns, pilasters, or piers; above doorways and display windows; and below the sign band.
 - d). Exterior security grills, gates, and roll-down security doors and windows are prohibited.

I. Bay Window

- i. A bay window is an assembly of multiple windows that projects from a building to provide additional habitable space, increased light, multi-directional views, and articulation to an exterior wall.



Dimensions	
A Width (max)	16 ft
B Projection (max)	3 ft
C Height (max)	Height of Building in Stories
D Front Setback Encroachment (max)	3 ft
Fenestration (min)	60%

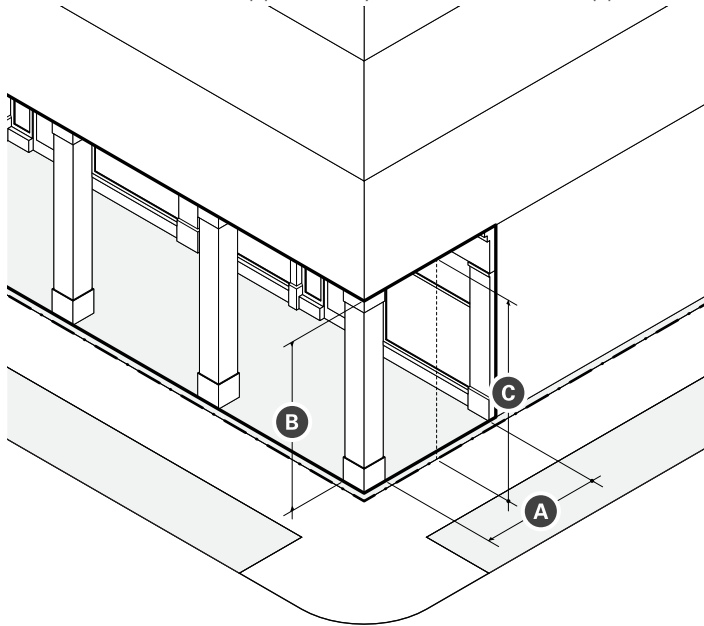
- ii. Standards
 - a). The cumulative width of multiple bays may equal up to fifty percent (50%) of the exterior wall from which the bays project.
 - b). Bays must have a foundation extending all the way to ground level or be visually supported by brackets or other architectural supports.
 - c). Bays projecting over the sidewalk of a public thoroughfare must have at least two (2) stories of clearance and be compliant with all City Ordinances.

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J. Arcade

- i. An arcade is a frontage type featuring a pedestrian walkway covered by the upper floors of a building. The ground story facade is setback and upper floors are supported by a colonnade or supports.



Dimensions		
A Depth (min/max)	10 ft	15 ft
B Height (max)	1 story	
C Clearance (min/max)	14 ft	24 ft

- ii. Standards
- Arcades must extend the entire width of a building and must have a consistent depth.
 - Support columns or piers may be spaced no farther apart than they are tall.
 - Arcades are considered part of the building for the purpose of measuring facade build out.
 - Arcades may be combined only with storefront and lobby entrance frontages
 - The finished ceiling of an arcade interior may be arched or flat, but must have a greater clearance than the openings between columns or piers.

9. Building Design Standards

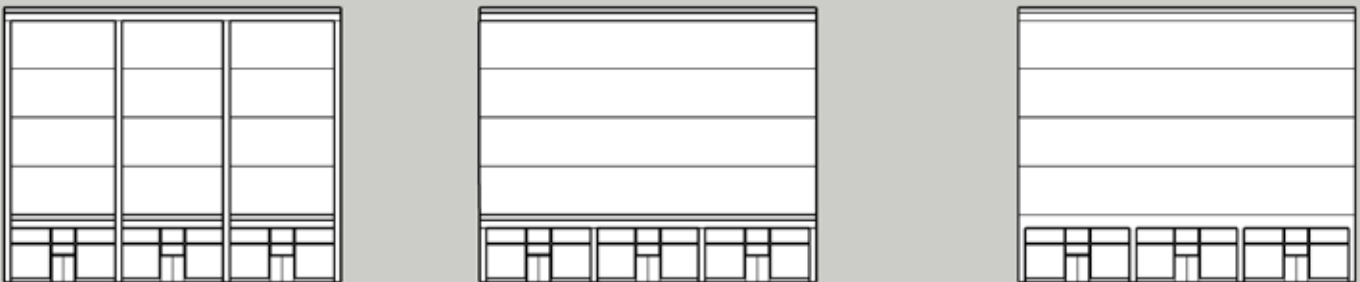
- a. Facade Design
 - i. Building facades must provide a frame for each storefront and lobby entrance of solid wall material designed as one (1) of the following:
 - a). flat wall above and to either side of a punched opening;
 - b). pilasters or columns supporting a continuous horizontal lintel (sign band) and cornice extending across the full width of the building;
 - c). a spandrel (sign band) positioned between pilasters or columns that extend from upper stories of the building to the ground.
 - ii. The required frame may be subsumed and customized into the design for individual storefronts and lobby entrances.
 - iii. Facades must be articulated to create surface relief and shadow lines that add depth to the facade through the use of architectural elements such as balconies, Bays, cladding, columns, corner boards, cornices, door surrounds, moldings, piers, pilasters, seat walls, sills, wall depth, and windows that either recess or project from the average plane of the facade by at least four (4) inches.

10. Architectural Design Guidelines

- a. Review Process
 - i. In addition to any official design guidelines adopted by the Review Boards, the Urban Design Commission shall determine if the guidelines of this Section are achieved by the proposed design of a building and provide recommendations to

- further improve the proposed design, as necessary.
- b. Purpose
 - i. To visually break down and minimize a building's apparent height and shorten the perceived length of a building.
 - ii. To provide structure to the composition and disposition of fenestration, enhance pedestrian orientation, and add visual interest to the public realm.
 - iii. To ensure building facades are multi-layered and contribute to a visually-rich pedestrian experience, encourage active public life on abutting sidewalks, and help to protect pedestrians from wind, sun, rain, sleet and snow with awnings or overhangs.
 - iv. To create memorable views that add to the character and enhance the aesthetics of the public realm.
- c. Facade Design
 - i. Facades should be vertically articulated into a series of Architectural Bays no wider than thirty (30) feet.
 - ii. Architectural bays should be derived, in general, from the building's structural bay spacing.
 - iii. Architectural bays should have piers (flat wall), pilasters, or columns that extend either all the way to the ground or to the cornice and sign band of ground level storefronts frames.
 - iv. Architectural bays should align, in general, with individual or groups of storefronts and lobby entrances.
 - v. Facades should be horizontally articulated into a contemporary tripartite division (base, middle,

FIGURE 4.1 (c) Storefront Frames



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- and top). Exterior finish materials, changes in fenestration patterns, and architectural elements such as moldings, cornices, balconies, bay windows, porches, and canopies should be used to differentiate the base, middle, and top.
- vi. In most circumstances, the vertical piers (flat wall), pilasters, and columns that define Architectural Bays should always project forward and be uninterrupted by any horizontal elements of a facade, excluding any horizontal molding, cornice, or other architectural element(s) used to differentiate the tripartite division of the façade.
 - vii. Within the divisions of a facade, fenestration should align vertically within each Architectural Bay and horizontally across each story of a building.
 - viii. Upper stories should have a window to wall area proportion that is lower than that of the ground floor.
 - ix. Windows should be punched into walls with glass inset from exterior wall surfaces.
 - x. The variety of window and door sizes and proportions should be limited.
 - xi. Series of windows set side by side to form a continuous horizontal band across a facade (aka 'ribbon windows') should be avoided.
 - xii. Vents, exhausts, and other utility features on building facades should be architecturally integrated into the design of the building. Ventilation intakes/exhausts should be located to minimize adverse effects on pedestrian comfort along sidewalks and within outdoor spaces.
 - xiii. Buildings at Terminated Vistas should be articulated with design features that function as focal points.
- d. Facade Bases
- i. The base of a facade should have projecting piers, pilasters, or columns; slightly recessed storefronts; ledges, or other architectural element(s) that provide opportunities for pedestrian-oriented activities such as vending, resting, sitting, dining, or visiting along the ground floor.
 - ii. Monotonous and repetitive storefront or lobby systems, sign types, sign designs, and sign lighting should be avoided.
 - iii. Storefront doors should not obstruct pedestrians walking past or alongside a building.
 - iv. Storefronts and lobby entrances should include awnings and canopies to provide weather protection for pedestrians and reduce glare for storefront display areas. Awnings should be open-ended and operable.
 - v. Façade lighting should encourage pedestrian activity at night through layers of light that contribute to the nighttime experience.
 - vi. Lobby entrances for upper story uses should be optimally located, well defined, clearly visible, and separate from the entrance for any other ground floor uses.
 - vii. Ground floor lobby spaces should be limited in total area and width to preserve floor space and frontage for other ground floor uses. Buildings should use façade articulation, a double-height ceiling, distinctive doorway, change in wall material, change in paving material within the setback area, or some other architectural element(s) to make lobbies distinctive.
- e. Roofs
- i. Mechanical and utility equipment should be integrated into the architectural design of the building or screened from public view. Penthouses should be integrated with the buildings architectural design and not appear as foreign structures unrelated to the rest of the building.
- f. Materials
- i. The selection of materials, fenestration, and ornamentation should result in a consistent and harmonious composition that appears as a unified whole rather than a collection of unrelated parts, whatever the style.
 - ii. The type and color of materials used for a building should be kept to a minimum, preferably three (3) or less.
 - iii. Two (2) or more wall materials should be combined only one above the other.
 - iv. Wall materials appearing heavier in weight should be used below wall materials appearing lighter in weight (wood and metal above brick, and both above stone)
 - v. Horizontal or vertical board siding and shingles, whether wood, metal, plastic (vinyl), masonry, or composite materials, should be used only for smaller scale apartment buildings.
 - vi. Architectural details and finish materials for the base of a building should be constructed of architectural concrete or pre-cast cementitious panels, natural or cast stone, heavy gage metal panel, glazed or unglazed architectural terracotta, and brick.
 - vii. Exterior Insulation and Finish Systems (EIFS) should never be used for the base of a building.

11. Use Provisions

- a. General
 - i. The use of real property is subject to the provisions of Article 9: Use Provisions of this Ordinance. Where the provisions of this section conflict with those of Article 9, the provisions of Article 9 apply.
 - ii. Uses are permitted as specified on Table 4.1 (c). Use categories not expressly authorized are prohibited.
 - iii. All uses must comply with any use-specific standards applicable for each use in §9.2 Use Definitions & Limitations.
 - iv. Uses permitted by Special Permit require additional development review in accordance with §15.2.1 Special Permits.
- b. Use Limitations
 - i. The use of any ground story commercial space fronting a pedestrian street, excluding lobbies for upper story uses, is limited to the following principal use categories:
 - a). Arts & Creative Enterprise
 - b). Eating & Drinking Establishment
 - c). Retail
 - d). Civic & Institutional
- c. Required Uses
 - i. A minimum of five percent (5%) of the gross leasable commercial floor space in any building must be provided as leasable floor area for uses from the Arts & Creative Enterprise use category.

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TABLE 6.1 (a) Permitted Uses

Use Category Specific Use	FAB	Use Specific Standards
Arts & Creative Enterprise		
Artisan Production	P	§9.2.2.a
Arts Exhibition	P	§9.2.2.b
Arts Sales & Services	P	§9.2.2.c
Co-working	P	§9.2.2.d
Design Services	P	§9.2.2.e
Shared Workspaces & Arts Education	P	§9.2.2.f
Work/Live Creative Studio	SP	§9.2.2.g
Civic & Institutional		
Community Center	P	§9.2.4.a
Library	P	§9.2.4.c
Minor Utility Facility	SP	§9.2.4.d
Museum	P	§9.2.4.f
Public Service	P	§9.2.4.h
Religious & Educational Uses Protected by M.G.L. 40A. Sec. 3	P	§9.2.4.i
Commercial Services		
Broadcast and/or Recording Studio	P	§9.2.5.d
Caterer/Wholesale Food Production	P	§9.2.5.g
Day Care Service (as noted below)	--	§9.2.5.h
Child Day Care Center	P	§9.2.5.h.ii
Educational Institution	P	§9.2.5.i
Personal Services (except as follows)	N	§9.2.5.k
Body-Art Establishment	P	§9.2.5.k.i
Gym or Health Club	N	§9.2.5.k.ii
Funeral Home	N	§9.2.5.k.iii
Health Care Provider	N	§9.2.5.k.iv
Recreation Facility	SP	§9.2.5.l
Vehicle Parking (as noted below)	--	§9.2.5.m
Bike Share Parking	P	§9.2.5.m.i
Car Share Parking (3 or less spaces)	P	§9.2.5.m.ii
Car Share Parking (4 or more spaces)	P	§9.2.5.m.ii
Commercial Parking	P	§9.2.5.m.iii
Industrial		
Manufacturing	P	§9.2.7.c

P - Permitted SP - Special Permit Required N - Not Permitted

TABLE 6.1 (a) Permitted Uses (continued)

Use Category Specific Use	FAB	Use Specific Standards
Wholesale Trade & Distribution	P	§9.2.7.h
Urban Agriculture		
Farming (as noted below)	--	§9.2.12.a
Commercial Farm	P	§9.2.12.a.i
Community Farm	P	§9.2.12.a.ii
Community Gardening	P	§9.2.12.b
Accessory Uses		
Urban Agriculture (as noted below)	--	§9.2.13.d
Commercial Farming	P	§9.2.13.d.iii
Vehicle Parking, Accessory (except as follows)	P	§9.2.13.e
Home Business Vehicle Parking	P	§9.2.13.e.i

P - Permitted SP - Special Permit Required N - Not Permitted

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12. Development Standards

- a. General
 - i. Development is subject the provisions of Article 10 Site Development of this Ordinance. Where the provisions of this section conflict with those of Article 10, the provisions of Article 10 apply.
- b. Signs
 - i. A sign, individual numerals or letters, or a nonelectrical nameplate identifying the property address is required for all real property as follows:
 - a). Each ground story non-residential use must identify the street address either on the principal entrance door or above or beside the principal entrance of the use.
 - b). All residential building types must identify the street address either on the principal entrance door, above or beside the principal entrance, or on a mailbox.
 - ii. Address signs must be made easily visible through the use of colors or materials that contrast with the background material they are attached to and must be conspicuously located to provide visibility from the thoroughfare that the building faces.
 - iii. Address signs must be twelve (12) inches in height or less and may include the name of the occupant.

13. Parking & Mobility

- a. General
 - i. Vehicular parking must be provided as specified on Table 6.1 (d), except as follows:
 - a). Non-residential uses with five thousand (5,000) square feet or less of gross leasable floor area are exempt from any minimum requirements of Table 6.1. (d).
 - b). Any change in use within a non-residential structure constructed before the effective date of this Ordinance, provided that the change is to a permitted use, is exempt from any minimum requirements of Table 6.1 (d).
 - ii. There are no parking requirements for accessory uses.
 - iii. Motor vehicle parking spaces may be shared between uses on the same lot and buildings on the same block in accordance with §11.3 Shared Parking.
- b. Type
 - i. Motor vehicle parking may be provided as above ground structured parking or underground structured parking. Surface parking spaces are prohibited.
- c. Driveways
 - i. New driveways require a permit from the City Engineer.
 - ii. Driveways must be compliant with all City Ordinances and constructed in accordance with all standards established by relevant City departments.
- iii. Driveways are not permitted in the frontage area between a building and the front lot line.
- iv. Driveways may be no wider than twenty four (24) feet in the frontage area of a lot.
- v. Driveways may provide access in whole or in part on or across an abutting lot(s), provided that an access easement exists between all property owners.
- d. Parking Design
 - i. The design of all parking is subject to §11.1 Bicycle Parking and §11.2 Motor Vehicle Parking of this Ordinance.
- e. Parking Location
 - i. Required vehicular parking, excluding any required handicapped parking, may be provided on a contiguous lot under the same ownership as the lot that the parking will serve as follows:
 - a). Pedestrian access to off-site vehicular parking must be via a paved sidewalk or walkway.
 - b). A lease, recorded covenant, or other comparable legal instrument guaranteeing long term use of the site must be provided to the review board or building official and executed and filed with the Registry of Deeds.
 - ii. For real property located in more than one municipality, motor vehicle parking need not be located within the City of Somerville.
- f. Unbundled Parking
 - i. Motor vehicle parking spaces must be rented or leased as an option rather than a requirement of the rental, lease, or purchase of a dwelling unit or non-residential floor space.
 - ii. Bicycle parking must be provided at no cost or fee to customers, visitors, employees, tenants, and residents.
- g. Parking Relief
 - i. Relief from the parking standards of Table 6.1 (d) requires a special permit.
 - a). In its discretion to approve or deny a special permit authorizing relief from the parking standards of Table 6.1 (d), the review board shall consider, at least, the following:
 - i). The supply and demand of on-street parking in the neighborhood, as determined through a parking study.
 - ii). Mobility management programs and services provided by the applicant to reduce the demand for parking.
 - iii). That parking provided in excess of any maximum permitted does not result in the increase in impervious lot area.

TABLE 6.1 (b) Vehicular Parking

*See Transit Orientation Map for distance to a Transit Station

Use Category Specific Use	BICYCLE		MOTOR VEHICLE	
	Short-Term (min)	Long-Term (min)	Within a Transit Area (max)	Outside of a Transit Area (min)
Arts & Creative Enterprise			1/4 mile	
Artisan Production	1 / 10,000 sf	1 / 3,000 sf	1 / 800 sf	1 / 1,000 sf
Arts Exhibition	1 / 10,000 sf	1 / 3,000 sf	1 / 800 sf	1 / 650 sf
Arts Sales & Services	1 / 10,000 sf	1 / 3,000 sf	1 / 200 sf	1 / 1,000 sf
Co-Working	1 / 20,000 sf	1 / 3,000 sf	1 / 1,200 sf	1 / 800 sf
Design Services	1 / 10,000 sf	1 / 3,000 sf	1 / 800 sf	1 / 1,000 sf
Shared Workspaces & Arts Education	1 / 10,000 sf	1 / 3,000 sf	1 / 800 sf	1 / 650 sf
Civic & Institutional			1/4 mile	
Community Center	1 / 10,000 sf	4 / 10,000 sf	1 / 1,800 sf	1 / 600 sf
Educational Facility	1.0 / classroom	4.0 / classroom	1.5 / classroom	3.0 / classroom
Library	1 / 3,000 sf	1 / 5,000 sf	1 / 800 sf	1 / 500 sf
Minor Utility Facility	n/a	n/a	n/a	n/a
Museum	1 / 2,000 sf	1 / 10,000 sf	1 / 800 sf	1 / 500 sf
Private Non-Profit Club or Lodge	1 / 2,000 sf	1 / 10,000 sf	1 / 200 sf	1 / 1,000 sf
Commercial Services			1/4 mile	
Broadcast and/or Recording Studio	1 / 2,500 sf	1 / 10,000 sf	1 / 800 sf	1 / 600 sf
Caterer/Wholesale Food Production	1 / 2,500 sf	1 / 10,000 sf	1 / 800 sf	1 / 1,000 sf
Day Care Service	2	1 / 10,000 sf	1 / 900 sf	1 / 600 sf
Recreation Facility	1 / 2,500 sf	1 / 10,000 sf	–	–
Industrial			1/4 mile	
Manufacturing	1 / 10,000 sf	1 / 3,000 sf	1 / 900 sf	1 / 1,200 sf
Wholesale Trade & Distribution	1 / 40,000 sf	1 / 3,000 sf	1 / 900 sf	1 / 1,200 sf
Office			1/4 mile	
General Office	1 / 20,000 sf	1 / 3,000 sf	1 / 900 sf	1 / 650 sf
Research and Development and/or Laboratory	1 / 20,000 sf	1 / 5,000 sf	1 / 1,000 sf	1 / 1,000 sf

sf - Gross Leasable Square Footage

DU - Dwelling Unit

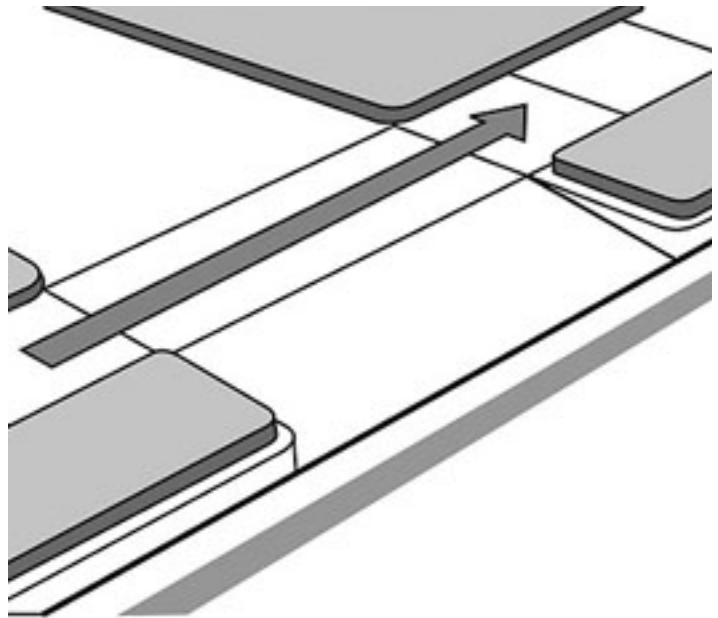
6.0 COMMERCIAL DISTRICTS

Fabrication (FAB)

14. Public Realm

- a. Pedestrian Circulation
 - i. When development occurs on any lot abutting a sidewalk that is less than twelve (12) feet in total width, the building must be setback an additional distance to accommodate expansion of the abutting sidewalk to a width of at least twelve (12) feet. The minimum and maximum front setbacks for each building type are increased accordingly.
- b. Sidewalk Curb Cuts
 - i. A curb cut requires a permit from the City Engineer and must be compliant with all City Ordinances.
 - ii. Unless otherwise specified, the City Engineer may not permit more than one (1) curb cut per front lot line of a lot.
 - iii. Curb cuts are prohibited for all thoroughfares designated as a pedestrian street
 - iv. Curb cuts must be located to minimize conflicts with pedestrians and bicyclists and must have a clear distance from fire hydrants, street trees, utility poles, and other furnishings as deemed necessary by the City Engineer.
 - a). Curb cuts for commercial or high-volume driveways should be at least one-hundred (100) feet from an unsignalized or signalized intersection.
 - b). Curb cuts for residential driveways should be at least twenty (20) feet from an unsignalized intersection and at least forty (40) feet from a signalized intersection.
 - v. The interior width of a curb cut (between curb stones) may be no wider than the driveway, vehicular entrance, or loading facility it serves.
 - vi. A driveway apron may be installed only within the furnishing zone of a sidewalk and must be constructed in accordance with all standards established by relevant City departments.
 - vii. The grade, cross slope, and clear width of the walkway of a sidewalk must be maintained between the driveway apron and the abutting driveway. The appearance of the walkway (ie. scoring pattern or paving material) must indicate that, although a vehicle may cross, the area traversed by a vehicle remains part of the sidewalk.

FIGURE X.X (x) Sidewalk Curb Cuts



6.2 COMMERCIAL CORE (CC)

1. Description

The Commercial Core district is characterized by medium to large floor plate buildings at a variety of heights. Buildings are set close to the sidewalk and taller buildings have an upper story step-back to define a mid-rise street wall that supports pedestrian activity and a sense of place. The district is entirely commercial, with a wide diversity of uses.



6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

2. Intent

- a. To implement recommendations of SomerVision for commercial development.
- b. To create, maintain, and enhance areas appropriate for moderately-scaled single- and multi-use commercial buildings; neighborhood-, community-, and region-serving uses; and a wide variety of employment opportunities.

3. Purpose

- a. To permit the development of mid- and high-rise single- and multi-use commercial buildings.
- b. To provide quality ground story commercial spaces and permit small and medium-scale, neighborhood-, community-, and region-serving commercial uses.

4. Applicability

- a. The section is applicable to all real property within the Commercial Core district as shown on the Official Zoning Map of the City of Somerville.
- b. The Commercial Core district is a family of sub districts where the CC zone classification is followed by a number associated with the permitted building height on the zoning map.

5. Development Review

- a. All development, excluding normal maintenance, requires the submittal of a development review application to the Building Official and the issuance of a Certificate of Zoning Compliance prior to the issuance of a Building Permit or Certificate of Occupancy.
- b. Proposed development may or may not necessitate the need for Site Plan Approval, a Special Permit, or a Variance based on the nature of the proposal. In such cases, additional development review is required in accordance with Article 15: Administration.
 - i. The Planning Board is the decision making authority for all development that requires Site Plan Approval or a Special Permit.
 - ii. The Zoning Board of Appeals is the Review Board for all Variances.
- c. Upon verification that no additional development review is necessary or completion of the required development review, a Zoning Compliance Certificate shall be issued by the Building Official to certify compliance with the provisions and procedures of this Ordinance.

6. Building Types

- a. One (1) principal building type may be built on each lot.
- b. The following building types are permitted by Site Plan Approval in the Commercial Core district:
 - i. Commercial Building
 - ii. Lab Building
- c. Accessory structures are regulated according to Article 10: Development Standards of this Ordinance.

7. Commercial Building

A multi-story building type limited to commercial uses on all floors. Ground floor space is primarily occupied by retail or eating & drinking establishment uses rather than lobbies for upper floor uses. Floor space on upper floors is sometimes occupied by retail uses that do not rely on the visibility of a storefront at sidewalk level.

The following images are examples of the commercial building type and are intended only for illustrative purposes.

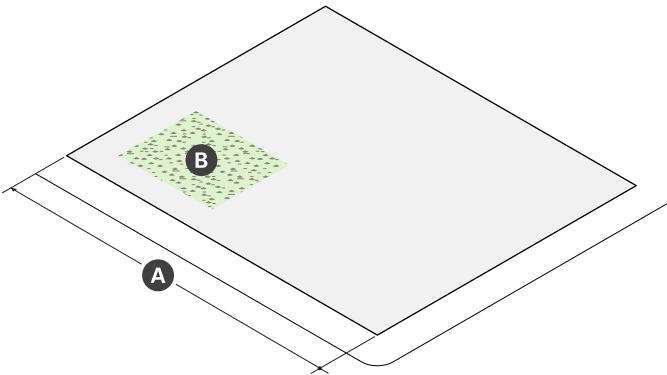


6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

7. Commercial Building (continued)

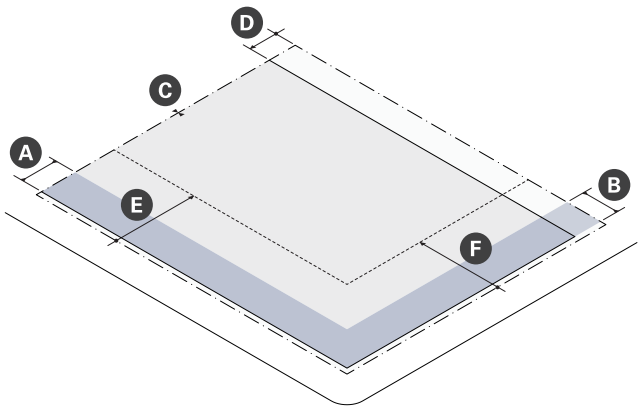
a. Lot Standards



Lot Dimensions	
A Width (min)	30 ft

Lot Coverage	
B Lot Coverage (max)	100%
C Green Factor (min)	0.20

b. Building Placement

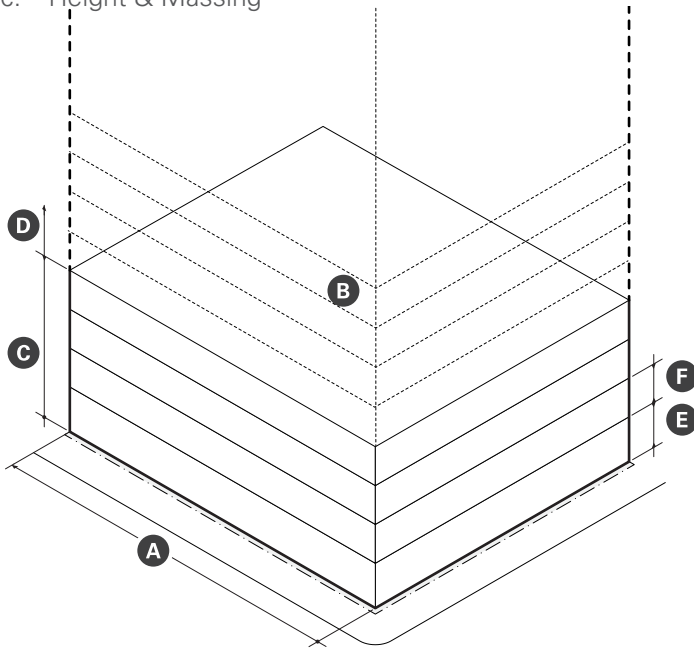


Building Setbacks		
A Primary Front Setback (min/max)	2 ft	15 ft
B Secondary Front Setback	2 ft	15 ft
C Side Setback (min)	0 ft	
Side Setback Abutting NR or LHD (min)	5 ft	
D Rear Setback (min)	10 ft	
Rear Setback Abutting NR (min)	15 ft	

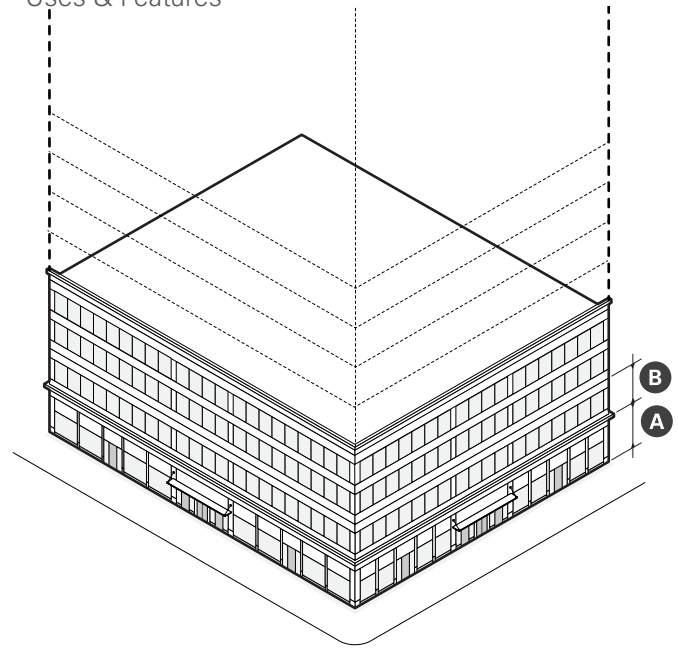
Parking Setbacks	
E Primary Front Setback (min)	30 ft
F Secondary Front Setback (min)	30 ft

7. Commercial Building (continued)

c. Height & Massing



d. Uses & Features



Main Body

A Width (max)	200 ft
Facade Build Out (min)	--
Primary Frontage	80%
Secondary Frontage	65%
B Floor Plate (max)	30,000 sf
C Building Height, Stories (min)	--
Primary Frontage	4 stories
Secondary Frontage	3 stories
D Building Height, Stories (max)	Varies by Map Designation
Building Height, Feet (max)	--
3 Story	50 ft
4 Story	65 ft
5 Story	75 ft
7 Story	105 ft
10 Story	145 ft
E Ground Story Height (min)	14 ft
F Upper Story Height (min)	10 ft
Roof Type	Flat

Facade Composition

A Ground Story Fenestration (min)	70%
B Upper Story Fenestration (min/max)	20% 70%
Blank Wall (max)	20 ft

Use & Occupancy

Entrance Spacing (max)	30 ft
Commercial Space Depth (min)	30 ft

e. Reserved

8. Lab Building

A multi-story building type purpose built for laboratory and research & development uses. Floor space is typically custom designed as complex, technically sophisticated, and mechanically intensive wet or dry labs or vivariums for animal research.

The following images are examples of the lab building type and are intended only for illustrative purposes.

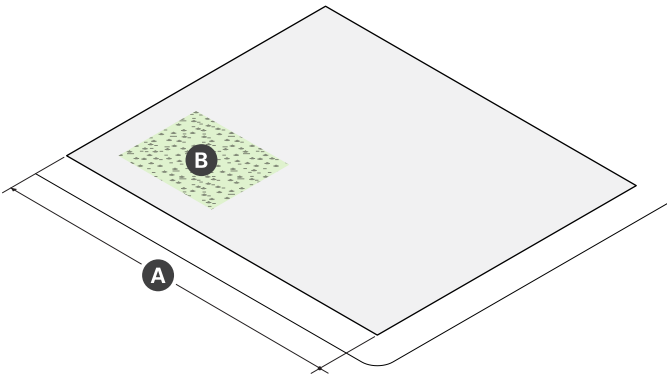


6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

8. Lab Building (continued)

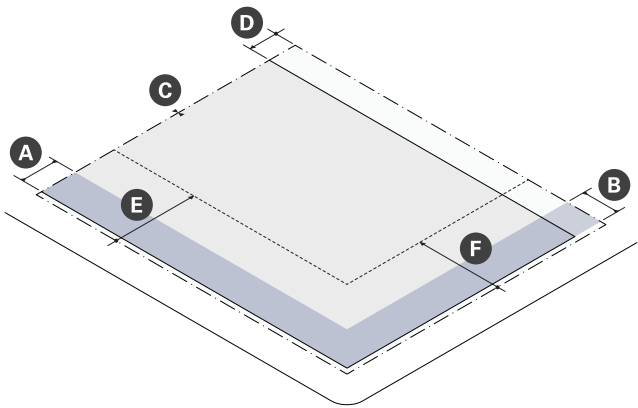
a. Lot Standards



Lot Dimensions	
A Width (min)	30 ft

Lot Coverage	
B Lot Coverage (max)	100%
C Green Factor (min)	0.20

b. Building Placement

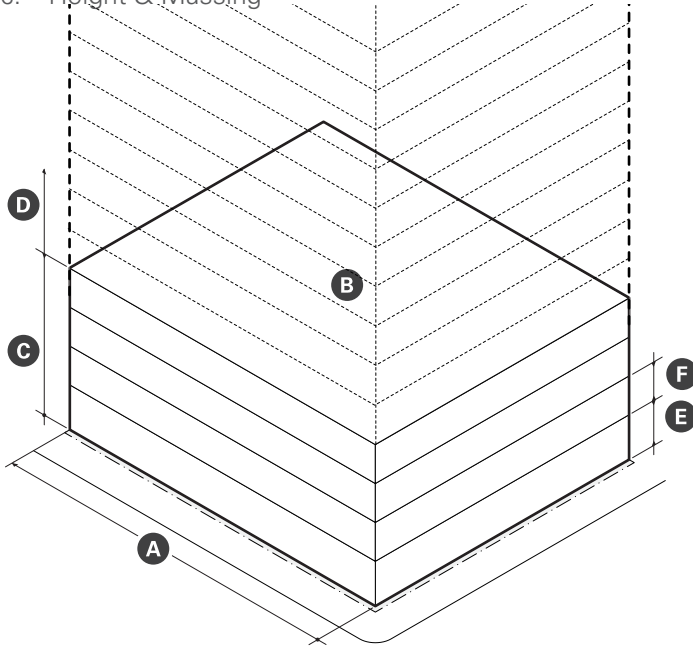


Building Setbacks		
A Primary Front Setback (min/max)	2 ft	15 ft
B Secondary Front Setback	2 ft	15 ft
C Side Setback (min)	0 ft	
Side Setback Abutting NR or LHD (min)	5 ft	
D Rear Setback (min)	10 ft	
Rear Setback Abutting NR (min)	15 ft	

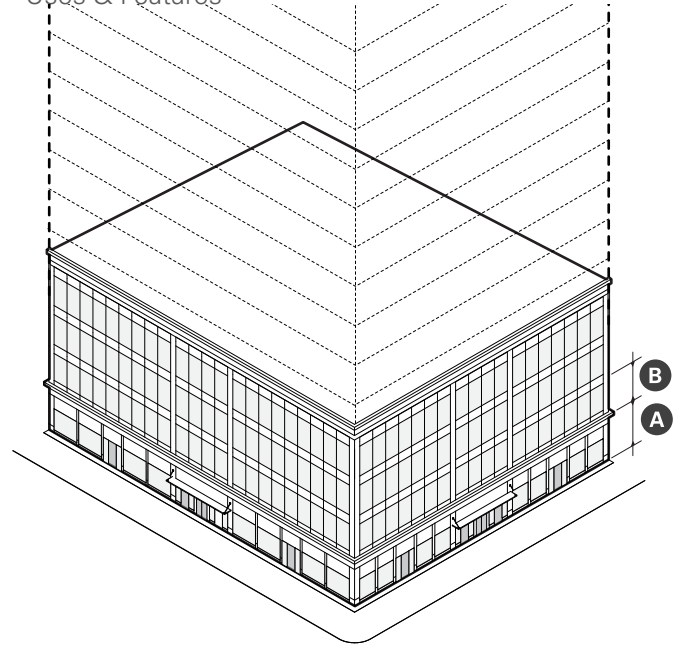
Parking Setbacks	
E Primary Front Setback (min)	30 ft
F Secondary Front Setback (min)	30 ft

8. Lab Building (continued)

c. Height & Massing



d. Uses & Features



Main Body

A Width (max)	240 ft
Facade Build Out (min)	--
Primary Frontage	80%
Secondary Frontage	65%
B Floor Plate	35,000 sf
C Building Height, Stories (min)	--
Primary Frontage	4 stories
D Building Height, Stories (max)	Varies by Map Designation
Building Height, Feet (max)	--
3 Story	60 ft
4 Story	75 ft
5 Story	90 ft
7 Story	115 ft
10 Story	160 ft
E Ground Story Height (min)	14 ft
F Upper Story Height (min)	10 ft
Roof Type	Flat

Facade Composition

A Ground Story Fenestration (min)	70%
B Upper Story Fenestration (min/max)	20% 70%
Blank Wall (max)	20 ft

Use & Occupancy

Entrance Spacing (max)	30 ft
Commercial Space Depth (min)	30 ft

6.0 COMMERCIAL DISTRICTS
Commercial Core (CC)

e. Reserved

9. Block Building

A very large floor plate, multi-story building type composed of one or more towers above a mid-rise general building serving as a podium. The podium has frontage on three (3) or more thoroughfares or civic spaces and defines the public realm, provides ground story commercial space, and typically incorporates structured parking.

The following images are examples of the block building type and are intended only for illustrative purposes.

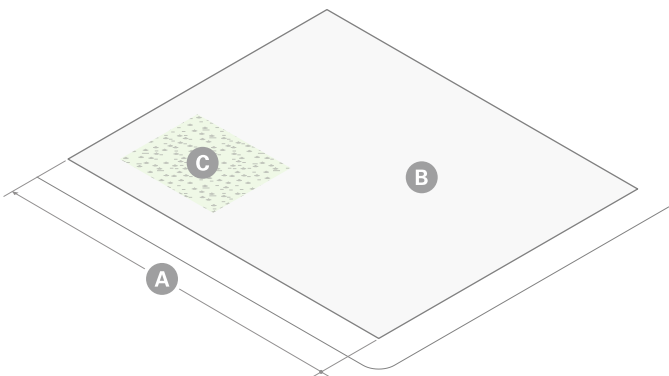


6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

11. Block Building (continued)

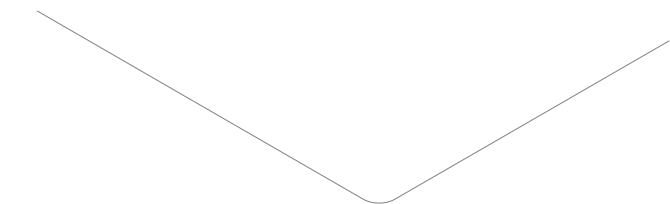
a. Lot Standards



Lot Dimensions	
A Width (min)	200 ft
Depth (min)	250 ft

Lot Development	
B Lot Coverage (max)	100%
C Green Factor (min)	0.20

b. Building Placement



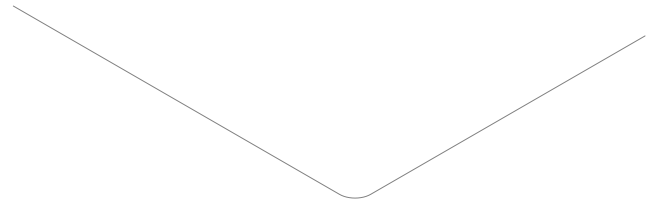
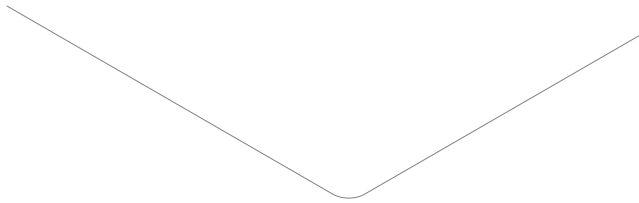
Building Setbacks		
A Primary Front Setback (min/max)	2 ft	15 ft
B Secondary Front Setback	2 ft	15 ft
C Side Setback (min)	--	
Podium	0 ft	
Podium Abutting NR or LHD	5 ft	
Tower	30 ft	
Tower Abutting NR or LHD	60 ft	
D Rear Setback (min)	--	
Podium	10 ft	
Podium Abutting NR or LHD	15 ft	
Tower	30 ft	
Tower Abutting NR or LHD	60 ft	

Parking Setbacks	
E Primary Front Setback (min)	30 ft
F Secondary Front Setback (min)	30 ft

11. Block Building (continued)

c. Massing & Height

d. Uses & Features



Main Body	
A Building Width (max)	500 ft
Facade Build Out (min)	--
Front Street	100%
Side Street	100%
Floor Plate (max)	--
Podium	n/a
Tower(s)	30,000 sf
B Building Height, Stories (min)	3 stories
Building Height, Stories (max)	--
C Podium	6 stories
D Tower(s)	10 stories
D Ground Story Height (min)	14 ft
E Upper Story Height (min)	10 ft
Podium	80 ft
Tower	145 ft
Roof Type	Flat

Facade Composition	
A Ground Story Fenestration (min)	70%
B Upper Story Fenestration (min/max)	20% 70%
Blank Wall (max)	20 ft

Use & Occupancy	
Ground Story Entrance Spacing (max)	30 ft
Commercial Space Depth (min)	30 ft

6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

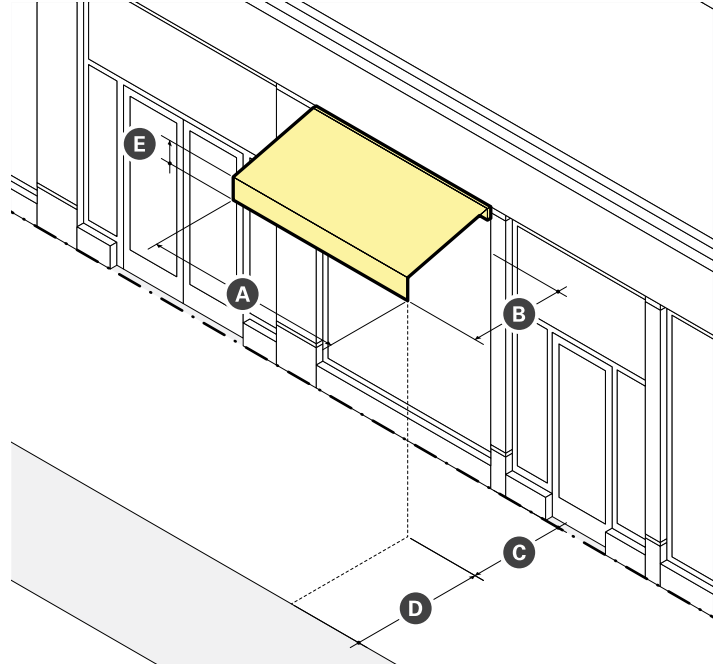
- e. Housing
 - i. A block building with six (6) or more dwelling units, whether established through new construction or the conversion of any other existing building type, must provide affordable housing in accordance with Article 12: Development Benefits.
- f. Building Design Standards
 - i. At least eighty percent (80%) of the ground story on each block face must be designed as commercial space (active uses along the facade).
 - ii. Only one (1) lobby entrance is permitted per facade.
 - iii. No more than two (2) lobby entrances are permitted per block building.
- g. Architectural Design Standards
 - i. Reserved
- h. Site Development
 - i. The combined width of all vehicular entrances may not exceed seventy-two (72) feet in total.
 - ii. Loading & service areas (loading docks, trash rooms, etc.) must be located internal to the building and setback from any facade at least thirty (30) feet.
- i. Vehicular Parking
 - i. Motor vehicle parking may be provided as above ground structured parking or underground structured parking. Surface parking is prohibited.
 - ii. No more than two (2) vehicular entrances may be provided for access to parking.
- j. Public Realm
 - i. The combined width of all curb cuts may not exceed seventy-two (72) feet in total.

10. Building Components

- a. Building components are accessory elements attached to the main mass of a building.
- b. The following building frontage types are permitted in the Commercial Core (CC) district:
 - i. Awning
 - ii. Entry Canopy
 - iii. Lobby Entrance
 - iv. Storefront
 - v. Bay Window
 - vi. Arcade
- c. At least one (1) storefront is required for each ground floor commercial space.
- d. Building components not expressly authorized are prohibited.
- e. Unless otherwise specified, building components may attach to other building components to create assemblies of components.

F. Awning

- i. An awning is a wall mounted frame covered with fabric or other material that provides shade and weather protection over a storefront or building entrance.



Dimensions	
A Width (min)	See §4.xxx)
B Projection (min)	3 ft
C Clearance (min)	8 ft
Front Setback Encroachment (max)	100%
D Setback from Curb (min)	2 ft
E Valance Height (max)	12 in

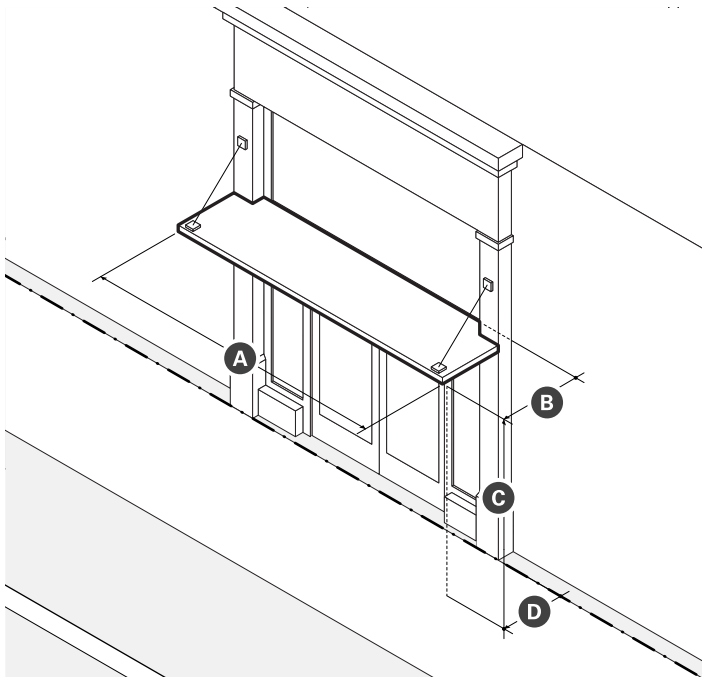
- ii. Standards
 - a). Awnings must be securely attached to and supported by the building and must fit the windows or doors the awning is attached to.
 - b). An awning must be made of durable, weather-resistant material that is water repellent.
 - c). Internally illuminated or back-lit awnings are prohibited.
 - d). An awning that projects over the sidewalk of a public thoroughfare requires compliance with all City Ordinances.

6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

G. Entry Canopy

- i. An entry canopy is a wall-mounted structure that provides shade and weather protection over a storefront or building entrance.

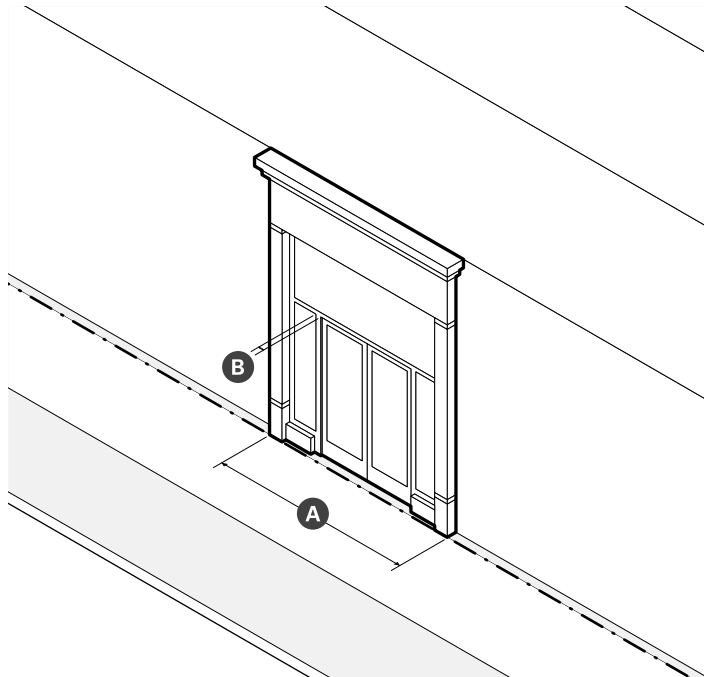


Dimensions	
A Width (min)	See §4.xxx)
B Projection (min)	3 ft
C Clearance (min)	8 ft
D Front Setback Encroachment (max)	100%
Setback from Curb (min)	2 ft

- ii. Standards
 - a). Entry canopies must be visually supported by brackets, cables, or rods.
 - b). The width of an entry canopy must be equal to or greater than the width of the doorway surround or exterior casing it is mounted over.

H. Lobby Entrance

- i. A lobby entrance is a non-load bearing assembly of entry doors and windows providing access and light to the lobby of a building.

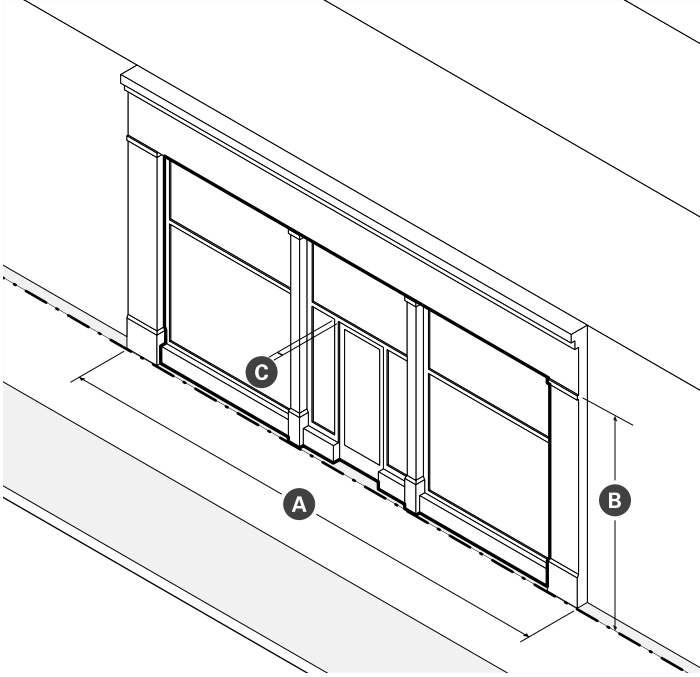


Dimensions	
A Width (max)	30 ft
B Recessed Entrance Width (max)	15 ft
Recessed Entrance Depth (max)	5 ft

- ii. Standards
 - a). When a lobby entrance is setback from the front lot line, the frontage must be paved.

I. Storefront

- i. A storefront is a non-load bearing assembly of commercial entry doors and substantial windows for the display of goods, services, and signs.

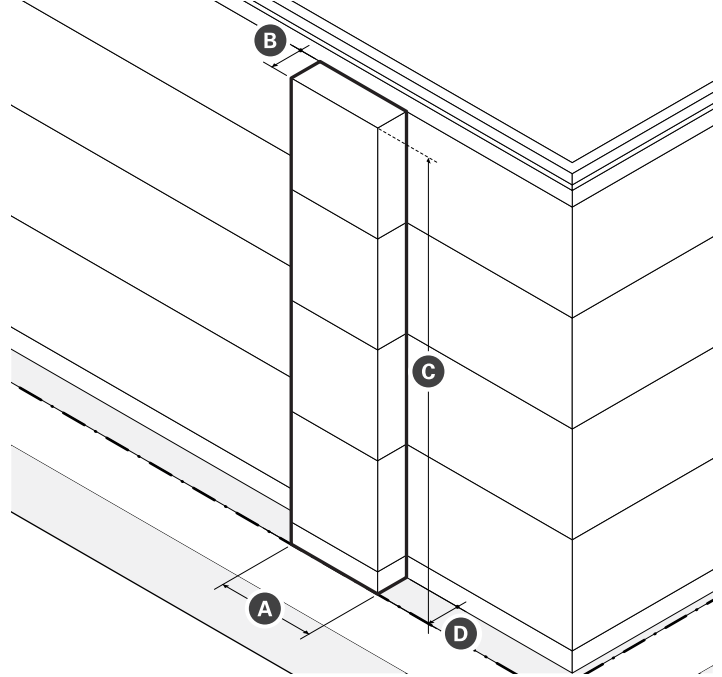


Dimensions	
A Width (max)	30 ft
B Display Window Height (min)	8 ft
C Recessed Entrance Width (max)	15 ft
Recessed Entrance Depth (max)	5 ft

- ii. Standards
 - a). An unobstructed view of the interior space or a lighted and maintained merchandise display(s) must be provided for a depth of at least four (4) feet behind storefront display windows.
 - b). When storefronts are setback from the front lot line, the frontage area must be paved to match the abutting sidewalk.
 - c). When present, awnings and canopies must be mounted between columns, pilasters, or piers; above doorways and display windows; and below the sign band.
 - d). Exterior security grills, gates, and roll-down security doors and windows are prohibited.

J. Bay Window

- i. A bay window is an assembly of multiple windows that projects from a building to provide additional habitable space, increased light, multi-directional views, and articulation to an exterior wall.



Dimensions	
A Width (max)	16 ft
B Projection (max)	3 ft
C Height (max)	Height of Building in Stories
D Front Setback Encroachment (max)	3 ft
Fenestration (min)	60%

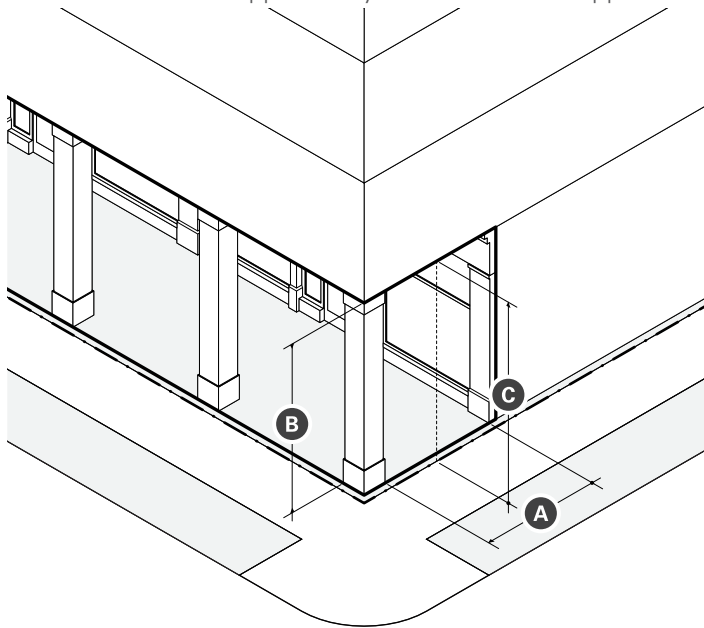
- ii. Standards
 - a). The cumulative width of multiple bays may equal up to fifty percent (50%) of the exterior wall from which the bays project.
 - b). Bays must have a foundation extending all the way to ground level or be visually supported by brackets or other architectural supports.
 - c). Bays projecting over the sidewalk of a public thoroughfare must have at least two (2) stories of clearance and be compliant with all City Ordinances.

6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

K. Arcade

- i. An arcade is a frontage type featuring a pedestrian walkway covered by the upper floors of a building. The ground story facade is setback and upper floors are supported by a colonnade or supports.



Dimensions		
A Depth (min/max)	10 ft	15 ft
B Height (max)	1 story	
C Clearance (min/max)	14 ft	24 ft

- ii. Standards
- Arcades must extend the entire width of a building and must have a consistent depth.
 - Support columns or piers may be spaced no farther apart than they are tall.
 - Arcades are considered part of the building for the purpose of measuring facade build out.
 - Arcades may be combined only with storefront and lobby entrance frontages
 - The finished ceiling of an arcade interior may be arched or flat, but must have a greater clearance than the openings between columns or piers.

a. Facade Design

- ii. The required frame may be subsumed and customized into the design for individual storefronts and lobby entrances.
- iii. Facades must be articulated to create surface relief and shadow lines that add depth to the facade through the use of architectural elements such as balconies, Bays, cladding, columns, corner boards, cornices, door surrounds, moldings, piers, pilasters, seat walls, sills, wall depth, and windows that either recess or project from the average plane of the facade by at least four (4) inches.

a. Review Process

- i. In addition to any official design guidelines adopted by the Review Boards, the Urban Design Commission shall determine if the guidelines of this Section are achieved by the proposed design of a building and provide recommendations to

further improve the proposed design, as necessary.

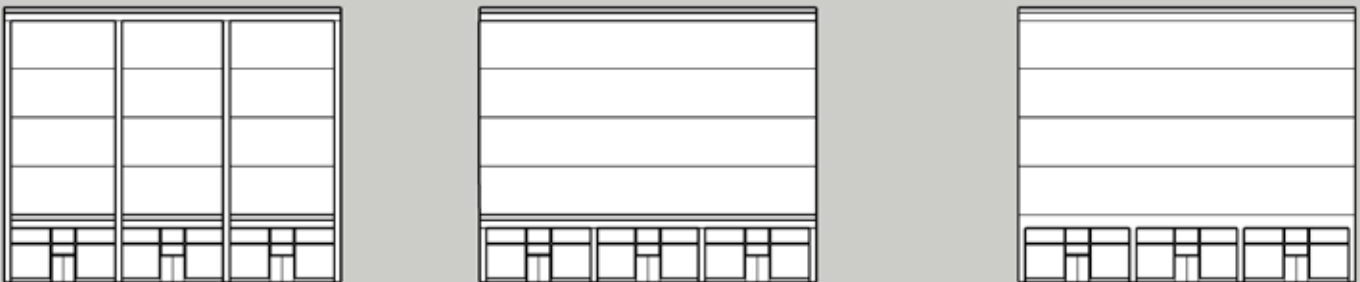
b. Purpose

- i. To visually break down and minimize a building's apparent height and shorten the perceived length of a building.
- ii. To provide structure to the composition and disposition of fenestration, enhance pedestrian orientation, and add visual interest to the public realm.
- iii. To ensure building facades are multi-layered and contribute to a visually-rich pedestrian experience, encourage active public life on abutting sidewalks, and help to protect pedestrians from wind, sun, rain, sleet and snow with awnings or overhangs.
- iv. To create memorable views that add to the character and enhance the aesthetics of the public realm.

c. Facade Design

- i. Facades should be vertically articulated into a series of Architectural Bays no wider than thirty (30) feet.
- ii. Architectural bays should be derived, in general, from the building's structural bay spacing.
- iii. Architectural bays should have piers (flat wall), pilasters, or columns that extend either all the way to the ground or to the cornice and sign band of ground level storefronts frames.
- iv. Architectural bays should align, in general, with individual or groups of storefronts and lobby entrances.
- v. Facades should be horizontally articulated into a contemporary tripartite division (base, middle,

FIGURE 4.1 (c) Storefront Frames



6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

- and top). Exterior finish materials, changes in fenestration patterns, and architectural elements such as moldings, cornices, balconies, bay windows, porches, and canopies should be used to differentiate the base, middle, and top.
- vi. In most circumstances, the vertical piers (flat wall), pilasters, and columns that define Architectural Bays should always project forward and be uninterrupted by any horizontal elements of a facade, excluding any horizontal molding, cornice, or other architectural element(s) used to differentiate the tripartite division of the façade.
 - vii. Within the divisions of a facade, fenestration should align vertically within each Architectural Bay and horizontally across each story of a building.
 - viii. Upper stories should have a window to wall area proportion that is lower than that of the ground floor.
 - ix. Windows should be punched into walls with glass inset from exterior wall surfaces.
 - x. The variety of window and door sizes and proportions should be limited.
 - xi. Series of windows set side by side to form a continuous horizontal band across a facade (aka 'ribbon windows') should be avoided.
 - xii. Vents, exhausts, and other utility features on building facades should be architecturally integrated into the design of the building. Ventilation intakes/exhausts should be located to minimize adverse effects on pedestrian comfort along sidewalks and within outdoor spaces.
 - xiii. Buildings at Terminated Vistas should be articulated with design features that function as focal points.
- d. Facade Bases
- i. The base of a facade should have projecting piers, pilasters, or columns; slightly recessed storefronts; ledges, or other architectural element(s) that provide opportunities for pedestrian-oriented activities such as vending, resting, sitting, dining, or visiting along the ground floor.
 - ii. Monotonous and repetitive storefront or lobby systems, sign types, sign designs, and sign lighting should be avoided.
 - iii. Storefront doors should not obstruct pedestrians walking past or alongside a building.
 - iv. Storefronts and lobby entrances should include awnings and canopies to provide weather protection for pedestrians and reduce glare for storefront display areas. Awnings should be open-ended and operable.
 - v. Façade lighting should encourage pedestrian activity at night through layers of light that contribute to the nighttime experience.
 - vi. Lobby entrances for upper story uses should be optimally located, well defined, clearly visible, and separate from the entrance for any other ground floor uses.
 - vii. Ground floor lobby spaces should be limited in total area and width to preserve floor space and frontage for other ground floor uses. Buildings should use façade articulation, a double-height ceiling, distinctive doorway, change in wall material, change in paving material within the setback area, or some other architectural element(s) to make lobbies distinctive.
- e. Roofs
- i. Mechanical and utility equipment should be integrated into the architectural design of the building or screened from public view. Penthouses should be integrated with the buildings architectural design and not appear as foreign structures unrelated to the rest of the building.
- f. Materials
- i. The selection of materials, fenestration, and ornamentation should result in a consistent and harmonious composition that appears as a unified whole rather than a collection of unrelated parts, whatever the style.
 - ii. The type and color of materials used for a building should be kept to a minimum, preferably three (3) or less.
 - iii. Two (2) or more wall materials should be combined only one above the other.
 - iv. Wall materials appearing heavier in weight should be used below wall materials appearing lighter in weight (wood and metal above brick, and both above stone)
 - v. Horizontal or vertical board siding and shingles, whether wood, metal, plastic (vinyl), masonry, or composite materials, should be used only for smaller scale apartment buildings.
 - vi. Architectural details and finish materials for the base of a building should be constructed of architectural concrete or pre-cast cementitious panels, natural or cast stone, heavy gage metal panel, glazed or unglazed architectural terracotta, and brick.
 - vii. Exterior Insulation and Finish Systems (EIFS) should never be used for the base of a building.

13. Use Provisions

- a. General
 - i. The use of real property is subject to the provisions of Article 9: Use Provisions of this Ordinance. Where the provisions of this section conflict with those of Article 9, the provisions of Article 9 apply.
 - ii. Uses are permitted according to Table 6.2 (a).
 - iii. All uses must comply with any use-specific standards applicable for each use in §9.2 Use Definitions & Limitations.
 - iv. Uses permitted by Special Permit require additional development review in accordance with §15.2.1 Special Permits.
 - v. Use categories not expressly authorized are prohibited.
- b. Use Limitations
 - i. The use of any ground story commercial space fronting a pedestrian street, excluding lobbies for upper story uses, is limited to the following principal use categories:
 - a). Arts & Creative Enterprise
 - b). Eating & Drinking Establishment
 - c). Retail
 - d). Civic & Institutional
- c. Required Uses
 - i. A minimum of five percent (5%) of the gross floor area of any Commercial Building or Lab Building must be provided as leasable floor area for uses from the Arts & Creative Enterprise use category.

6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

TABLE 6.2 (a) Permitted Uses

Use Category Specific Use	CC	Use Specific Standards
Arts & Creative Enterprise		
Artisan Production	P	§9.2.2.a
Arts Exhibition	P	§9.2.2.b
Arts Sales & Services	P	§9.2.2.c
Co-Working	P	§9.2.2.d
Design Services	P	§9.2.2.e
Shared Workspaces & Arts Education	P	§9.2.2.f
Civic & Institutional		
Community Center	P	§9.2.4.a
Hospital	SP	§9.2.4.b
Library	P	§9.2.4.c
Minor Utility Facility	SP	§9.2.4.d
Museum	P	§9.2.4.f
Private Non-Profit Club or Lodge	SP	§9.2.4.g
Public Service	P	§9.2.4.h
Religious & Educational Uses Protected by M.G.L. 40A. Sec. 3	P	§9.2.4.i
Commercial Services		
Animal Services (as noted below)	--	§9.2.5.a
Pet Grooming	P	§9.2.5.a.ii
Veterinarian	SP	§9.2.5.a.iv
Assembly & Entertainment	SP	§9.2.5.b
Banking & Financial Services (except as follows)	P	§9.2.5.c
Personal Credit	SP	§9.2.5.c.i
Broadcast and/or Recording Studio	P	§9.2.5.d
Building & Home Repair Services	SP	§9.2.5.e
Business Support Services	P	§9.2.5.f
Caterer/Wholesale Food Production	SP	§9.2.5.g
Day Care Service (as noted below)	--	§9.2.5.h
Adult Day Care Center	P	§9.2.5.h.i
Child Day Care Center	P	§9.2.5.h.ii
Educational Institution	P	§9.2.5.i
Maintenance & Repair of Consumer Goods	P	§9.2.5.j
Personal Services (except as noted below)	P	§9.2.5.k
Body-Art Establishment	SP	§9.2.5.k.i
Gym or Health Club	P	§9.2.5.k.ii
Funeral Home	SP	§9.2.5.k.iii

P - Permitted SP - Special Permit Required N - Not Permitted

TABLE 6.2 (a) Permitted Uses (continued)

Use Category Specific Use	CC	Use Specific Standards
Health Care Provider	SP	§9.2.5.k.iv
Recreation Facility	SP	§9.2.5.l
Vehicle Parking (as noted below)	P	§9.2.5.m
Bike Share Parking	P	§9.2.5.m.i
Car Share Parking (3 or less spaces)	P	§9.2.5.m.ii
Car Share Parking (4 or more spaces)	P	§9.2.5.m.ii
Commercial Parking	P	§9.2.5.m.iii
Eating and Drinking		
Bar/Restaurant/Tavern	P	§9.2.6.a
Bakery/Café/Coffee Shop	P	§9.2.6.b
Formula Eating & Drinking Establishment	SP	§9.2.6.c
Lodging		
Bed & Breakfast	SP	§9.2.8.a
Hotel or Hostel	SP	§9.2.8.b
Office		
General Office	P	§9.2.9.a
Research and Development and/or Laboratory	P	§9.2.9.b
Retail Sales		
Building/Home Supplies & Equipment	SP	§9.2.11.a
Consumer Goods (except as follows)	P	§9.2.11.b
Alcohol Sales	SP	§9.2.11.b.ii
Drug Paraphernalia Store	N	§9.2.11.b.iii
Firearms Sales	N	§9.2.11.b.iv
Pet Store	SP	§9.2.11.b.v
Formula Retail	SP	§9.2.11.c
Fresh Food Market or Grocery Store	P	§9.2.11.d
Farm/Vendor Market	P	§9.2.11.e
Urban Agriculture		
Farming (as noted below)	--	§9.2.12.a
Commercial Farm	P	§9.2.12.a.i
Community Farm	P	§9.2.12.a.ii
Community Gardening	P	§9.2.12.b
Accessory Uses		
Urban Agriculture (as noted below)	--	§9.2.13.d
Commercial Farming	P	§9.2.12.3.iii

P - Permitted SP - Special Permit Required N - Not Permitted

6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

14. Development Standards

- a. General
 - i. Development is subject the provisions of Article 10 Site Development of this Ordinance. Where the provisions of this section conflict with those of Article 10, the provisions of Article 10 apply.
- b. Signs
 - i. A sign, individual numerals or letters, or a nonelectrical nameplate identifying the property address is required for all real property as follows:
 - a). Each ground story non-residential use must identify the street address either on the principal entrance door or above or beside the principal entrance of the use.
 - b). All residential building types must identify the street address either on the principal entrance door, above or beside the principal entrance, or on a mailbox.
 - ii. Address signs must be made easily visible through the use of colors or materials that contrast with the background material they are attached to and must be conspicuously located to provide visibility from the thoroughfare that the building faces.
 - iii. Address signs must be twelve (12) inches in height or less and may include the name of the occupant.
- d. Parking Design
 - i. The design of all parking is subject to §11.1 Bicycle Parking and §11.2 Motor Vehicle Parking of this Ordinance.
- e. Parking Location
 - i. Required vehicular parking, excluding any required handicapped parking, may be provided on a contiguous lot under the same ownership as the lot that the parking will serve as follows:
 - a). Pedestrian access to off-site vehicular parking must be via a paved sidewalk or walkway.
 - b). A lease, recorded covenant, or other comparable legal instrument guaranteeing long term use of the site must be provided to the review board or building official and executed and filed with the Registry of Deeds.
 - ii. For real property located in more than one municipality, motor vehicle parking need not be located within the City of Somerville.

15. Parking & Mobility

- a. General
 - i. Development is subject the provisions of Article 11 Parking & Mobility of this Ordinance. Where the provisions of this section conflict with those of Article 11, the provisions of Article 11 apply.
 - ii. Vehicular parking must be provided as specified on Table 4.1 (d), except as follows:
 - a). Non-residential uses with five thousand (5,000) square feet or less of gross leasable floor area are exempt from any minimum requirements of Table 4.1. (d).
 - b). Any change in use within a non-residential structure constructed before the effective date of this Ordinance, provided that the change is to a permitted use, is exempt from any minimum requirements of Table 4.1 (d).
 - iii. There are no parking requirements for accessory uses.
 - iv. Motor vehicle parking spaces may be shared between uses on the same lot and buildings on the same block in accordance with §11.3 Shared Parking.
- b. Type
 - i. Motor vehicle parking may be provided as above ground structured parking or underground structured parking. Surface parking is prohibited.
- c. Driveways
 - i. New driveways require a permit from the City Engineer.
 - ii. Driveways must be compliant with all City Ordinances and constructed in accordance with all standards established by relevant City departments.
 - iii. Driveways are not permitted in the frontage area between a building and the front lot line.
 - iv. Driveways may be no wider than twenty four (24) feet in the frontage area of a lot.
 - v. Driveways may provide access in whole or in part on or across an abutting lot(s), provided that an access easement exists between all property owners.
- d. Parking Design
 - i. The design of all parking is subject to §11.1 Bicycle Parking and §11.2 Motor Vehicle Parking of this Ordinance.
- e. Parking Location
 - i. Required vehicular parking, excluding any required handicapped parking, may be provided on a contiguous lot under the same ownership as the lot that the parking will serve as follows:
 - a). Pedestrian access to off-site vehicular parking must be via a paved sidewalk or walkway.
 - b). A lease, recorded covenant, or other comparable legal instrument guaranteeing long term use of the site must be provided to the review board or building official and executed and filed with the Registry of Deeds.
 - ii. For real property located in more than one municipality, motor vehicle parking need not be located within the City of Somerville.
- f. Unbundled Parking
 - i. Motor vehicle parking spaces must be rented or leased as an option rather than a requirement of the rental, lease, or purchase of a dwelling unit or non-residential floor space.
 - ii. Bicycle parking must be provided at no cost or fee to customers, visitors, employees, tenants, and residents.
- g. Parking Relief
 - i. Relief from the parking standards of Table 4.4 (d) requires a Special Permit.
 - a). In its discretion to approve or deny a special permit authorizing relief from the parking standards of Table 4.4 (d), the review board shall consider, at least, the following:
 - i). The supply and demand of on-street parking in the neighborhood, as determined through a parking study.
 - ii). Mobility management programs and services provided by the applicant to reduce the demand for parking.

6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

TABLE 6.2 (b) Vehicular Parking

*See Transit Orientation Map for distance to a Transit Station

Use Category Specific Use	BICYCLE		MOTOR VEHICLE	
	Short-Term (min)	Long-Term (min)	Within a Transit Area (max)	Outside of a Transit Area (min)
Arts & Creative Enterprise				
All Permitted Uses	1 / 10,000 sf	1 / 3,000 sf	1 / 800 sf	1 / 1,000 sf
Civic & Institutional				
Community Center	1 / 10,000 sf	4 / 10,000 sf	1 / 1,800 sf	1 / 600 sf
Educational Facility	1.0 / classroom	4.0 / classroom	1.5 / classroom	3.0 / classroom
Hospital	10 per entrance	1 / 5,000 sf	1 / 200 sf	1 / 1,000 sf
Library	1 / 3,000 sf	1 / 5,000 sf	1 / 800 sf	1 / 500 sf
Minor Utility Facility	n/a	n/a	n/a	n/a
Museum	1 / 2,000 sf	1 / 10,000 sf	1 / 800 sf	1 / 500 sf
Private Non-Profit Club or Lodge	1 / 2,000 sf	1 / 10,000 sf	1 / 200 sf	1 / 1,000 sf
Commercial Services				
Animal Services (as noted below)	1 / 2,500 sf	1 / 10,000 sf	–	–
Pet Grooming	–	–	1 / 500 sf	1 / 400 sf
Veterinarian	1 / 2,000 sf	1 / 5,000 sf	1 / 500 sf	1 / 500 sf
Assembly & Entertainment	1 / 40 seats	1 / 10,000 sf	1 / 6 seats	1 / 6 seats
Banking & Financial Services (except as noted below)	1 / 2,000 sf	1 / 10,000 sf	1 / 450 sf	1 / 400 sf
Broadcast and/or Recording Studio	1 / 2,500 sf	1 / 10,000 sf	1 / 800 sf	1 / 600 sf
Building & Home Repair Services	1 / 2,500 sf	1 / 10,000 sf	1 / 1,000 sf	1 / 2,000 sf
Business Support Services	1 / 2,500 sf	1 / 10,000 sf	1 / 900 sf	1 / 600 sf
Caterer/Wholesale Food Production	1 / 2,500 sf	1 / 10,000 sf	1 / 800 sf	1 / 1,000 sf
Day Care Service	2	1 / 10,000 sf	1 / 900 sf	1 / 600 sf
Maintenance & Repair of Consumer Goods	1 / 2,500 sf	1 / 10,000 sf	1 / 750 sf	1 / 1,000 sf
Personal Services (except as noted below)	1 / 2,500 sf	1 / 10,000 sf	1 / 750 sf	1 / 1,000 sf
Gym or Health Club	–	–	1 / 200 sf	1 / 500 sf
Funeral Home	–	–	–	–
Health Care Provider	1 / 2,000 sf	1 / 10,000 sf	1 / 500 sf	1 / 300 sf
Recreation Facility	1 / 2,500 sf	1 / 10,000 sf	–	–

sf - Gross Leasable Square Footage

DU - Dwelling Unit

RU - Rooming Unit

6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

TABLE 6.2 (b) Vehicular Parking (continued)

*See Transit Orientation Map for distance to a Transit Station

Use Category Specific Use	BICYCLE		MOTOR VEHICLE	
	Short-Term (min)	Long-Term (min)	Within a Transit Area (max)	Outside of a Transit Area (min)
Eating and Drinking				
Bar/Restaurant/Tavern	1 / 1,000 sf	1 / 5,000 sf	1 / 300 sf	1 / 500 sf
Bakery/Café/Coffee Shop	1 / 1,000 sf	1 / 5,000 sf	1 / 300 sf	1 / 500 sf
Formula Eating & Drinking Establishment	1 / 1,000 sf	1 / 5,000 sf	1 / 300 sf	1 / 500 sf
Lodging				
Bed & Breakfast	1 / 20 rooms	1 / 10 rooms	1 / DU + 1 / 4 guest rooms	1 / DU + 1 / 4 guest rooms
Hotel or Hostel	1 / 20 rooms	1 / 10 rooms	1 / 2 guest rooms	1 / 2 guest rooms
Short Term Rental	1 / 20 rooms	1 / 10 rooms	n/a	n/a
Office				
Co-Working	1 / 20,000 sf	1 / 3,000 sf	1 / 1,200 sf	1 / 800 sf
General Office	1 / 20,000 sf	1 / 3,000 sf	1 / 900 sf	1 / 650 sf
Research and Development and/or Laboratory	1 / 20,000 sf	1 / 5,000 sf	1 / 1,000 sf	1 / 1,000 sf
Residential				
Household Living	0.1 / DU	1.0 / DU	1.0 / DU	1.0 / DU
Group Living (except as follows)	0.05 / room	0.5 / room	–	–
Community or Group Residence	–	–	–	–
Dormitory, Fraternity or Sorority	0.1 / room	0.5 / room	.05 / bed	1.0 / 4 beds
Homeless Shelter	–	–	4.0	4.0
Nursing Home/Assisted Living Facility	–	–	1 / 6 beds	1 / 6 beds
Single Room Occupancy Housing	–	–	1 / 6 beds	1 / 4 beds
Retail Sales				
Building/Home Supplies & Equipment	1 / 2,500 sf	1 / 10,000 sf	1 / 1,000 sf	1 / 1,000 sf
Consumer Goods (except as follows)	1 / 2,500 sf	1 / 10,000 sf	1 / 1,500 sf	1 / 750 sf
Formula Retail	1 / 2,500 sf	1 / 10,000 sf	1 / 1,500 sf	1 / 750 sf
Fresh Food Market or Grocery Store	1 / 1,000 sf	1 / 10,000 sf	1 / 500 sf	1 / 1,500 sf
Farm/Vendor Market	n/a	n/a	n/a	1 / 1,500 sf

sf - Gross Leasable Square Footage

DU - Dwelling Unit

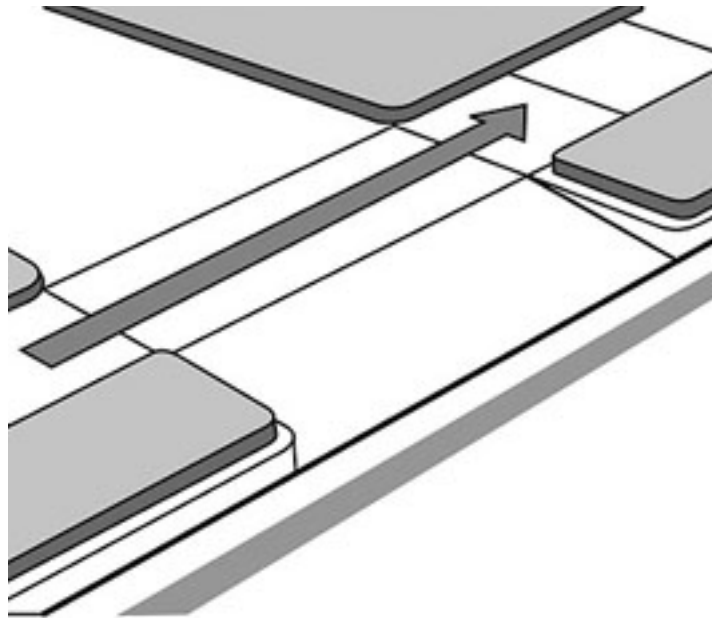
RU - Rooming Unit

- iii). That parking provided in excess of any maximum permitted does not result in the increase in impervious lot area.

16. Public Realm

- a. Pedestrian Circulation
 - i. When development occurs on any lot abutting a sidewalk that is less than twelve (12) feet in total width, the building must be setback an additional distance to accommodate expansion of the abutting sidewalk to a width of at least twelve (12) feet. The minimum and maximum front setbacks for each building type are increased accordingly.
- b. Sidewalk Curb Cuts
 - i. A curb cut requires a permit from the City Engineer and must be compliant with all City Ordinances.
 - ii. Unless otherwise specified, the City Engineer may not permit more than one (1) curb cut per front lot line of a lot.
 - iii. Curb cuts are prohibited for all thoroughfares designated as a pedestrian street
 - iv. Curb cuts must be located to minimize conflicts with pedestrians and bicyclists and must have a clear distance from fire hydrants, street trees, utility poles, and other furnishings as deemed necessary by the City Engineer.
 - a). Curb cuts for commercial or high-volume driveways should be at least one-hundred (100) feet from an unsignalized or signalized intersection.
 - b). Curb cuts for residential driveways should be at least twenty (20) feet from an unsignalized intersection and at least forty (40) feet from a signalized intersection.
 - c). Multiple curb cuts serving the same lot or building must be at least one hundred and fifty (150) feet apart from one another.
 - v. The interior width of a curb cut (between curb stones) may be no wider than the driveway, vehicular entrance, or loading facility it serves.
 - vi. A driveway apron may be installed only within the furnishing zone of a sidewalk and must be constructed in accordance with all standards established by relevant City departments.
 - vii. The grade, cross slope, and clear width of the walkway of a sidewalk must be maintained between the driveway apron and the abutting driveway. The appearance of the walkway (ie. scoring pattern or paving material) must indicate that, although a vehicle may cross, the area traversed by a vehicle remains part of the sidewalk.

FIGURE X.X (x) Sidewalk Curb Cuts



6.0 COMMERCIAL DISTRICTS

Commercial Core (CC)

6.3 COMMERCIAL INDUSTRY (CI)

1. Description

The Commercial Industry district is characterized by large floorplate buildings up to four (4) stories in height. Buildings are typically setback by parking and include warehouse and

factory styles along with multi story offices. The district is entirely commercial, with uses that are typically auto-oriented, commercial service, industrial, or office in nature.



6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

2. Intent

- a. To maintain industrial and commercial activities that provide employment opportunities and business-to-business commerce.
- b. To maintain already existing areas appropriate for moderate- and large-scale, low-rise and mid-rise buildings and community- and region-serving commercial uses that do not readily assimilate into other zoning districts.

3. Purpose

- a. To permit the development of moderate-scale low- and mid-rise buildings.
- b. To provide quality commercial spaces and permit light & moderate industrial and large commercial uses.

4. Applicability

- a. The section is applicable to all real property within the Commercial Industry district as shown on the Official Zoning Map of the City of Somerville.

5. Development Review

- a. All development, excluding normal maintenance, requires the submittal of a development review application to the Building Official and the issuance of a Certificate of Zoning Compliance prior to the issuance of a Building Permit or Certificate of Occupancy.
- b. Proposed development may or may not necessitate the need for Site Plan Approval, a Special Permit, or a Variance based on the nature of the proposal. In such cases, additional development review is required in accordance with Article 15: Administration.
 - i. The Zoning Board of Appeals is the decision making authority for all development in the Commercial Business district.
- c. Upon verification that no additional development review is necessary or completion of the required development review, a Zoning Compliance Certificate shall be issued by the Building Official to certify compliance with the provisions and procedures of this Ordinance.

6. Building Types

- a. One (1) principal building type may be built on each lot.
- b. The following building types are permitted by Site Plan Approval in the Commercial Core district:
 - i. Commercial Building
- c. Accessory structures are regulated according to Article 10: Development Standards of this Ordinance.

7. Commercial Building

A single to multi-story building type limited to commercial uses on all floors.

The following images are examples of the commercial building type and are intended only for illustrative purposes.

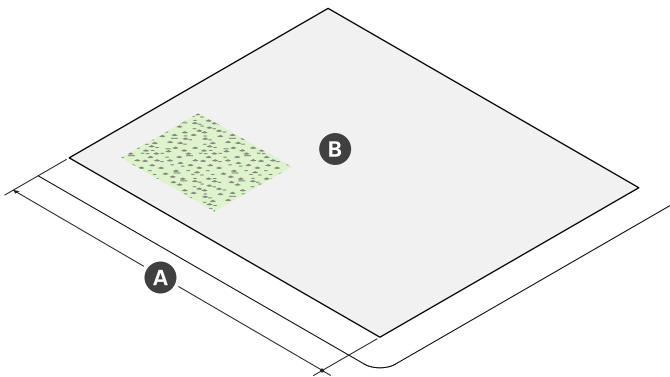


6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

7. Commercial Building (continued)

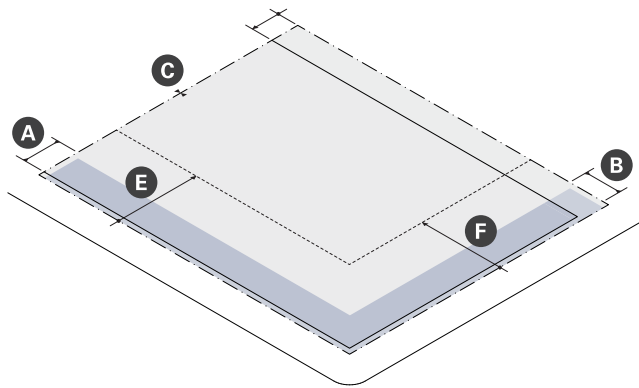
a. Lot Standards



Lot Dimensions	
A Width (min)	30 ft

Lot Coverage	
B Lot Coverage (max)	100%
C Green Factor (min)	0.20

b. Building Placement



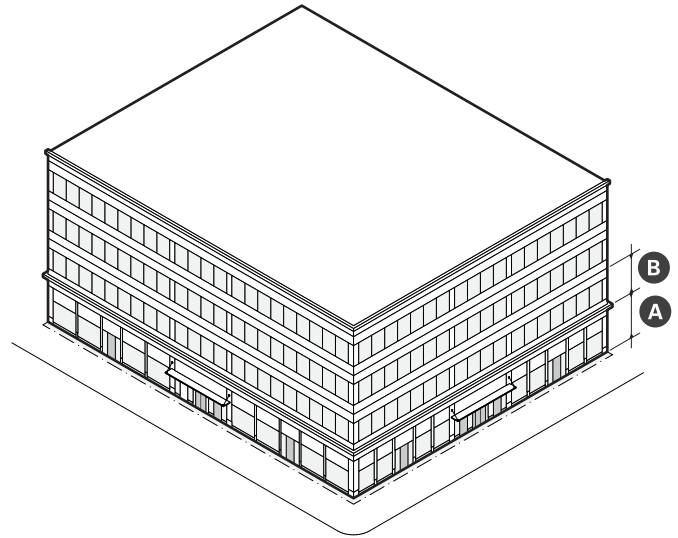
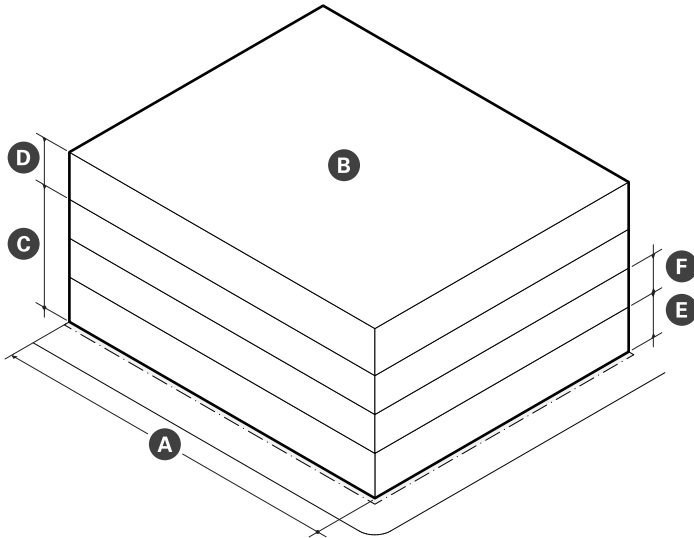
Building Setbacks		
A	Primary Front Setback (min)	0 ft
B	Secondary Front Setback (min)	0 ft
C	Side Setback (min)	0 ft
	Side Setback Abutting NR or LHD (min)	5 ft
D	Rear Setback (min)	10 ft
	Rear Setback Abutting NR (min)	15 ft

Parking Setbacks		
E	Primary Front Setback (min)	10 ft
F	Secondary Front Setback (min)	--
	Surface Parking	10 ft
	Structured Parking	10 ft

7. Commercial Building (continued)

c. Height & Massing

d. Uses & Features



Main Body		
A	Width (max)	200 ft
	Facade Build Out (min)	--
	Primary Frontage	80%
	Secondary Frontage	65%
B	Floor Plate	50,000 sf
C	Building Height, Stories (max)	4 stories
D	Ground Story Height (min)	14 ft
E	Upper Story Height (min)	10 ft
	Building Height, Feet (max)	65 feet
	Roof Type	Flat

Facade Composition			
Ground Story Fenestration (min)		--	
A	Primary Front	50%	
B	Secondary Front	20%	
B	Upper Story Fenestration (min/max)	20%	70%
Blank Wall (max)		50 ft	

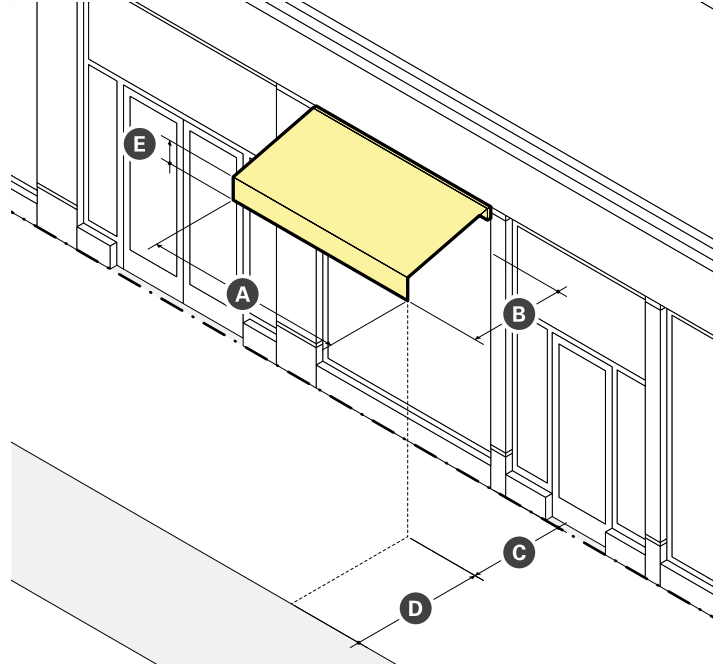
e. Reserved

8. Building Components

- a. Building components are accessory elements attached to the main mass of a principal building.
- b. The following building components are permitted in the Commercial Industry (CI) district:
 - i. Awning
 - ii. Entry Canopy
 - iii. Lobby Entrance
 - iv. Storefront
- c. Building components not expressly authorized are prohibited.
- d. Unless otherwise specified, building components may attach to other building components to create assemblies of components.

E. Awning

- i. A wall mounted, pitched covering extending from a building to provide shade and weather protection for pedestrians.



Dimensions	
A Width (min)	See §X
B Projection (min)	3 ft
C Clearance (min)	8 ft clear
D Setback from Curb (min)	1.5 ft
E Valance Height (max)	12 in

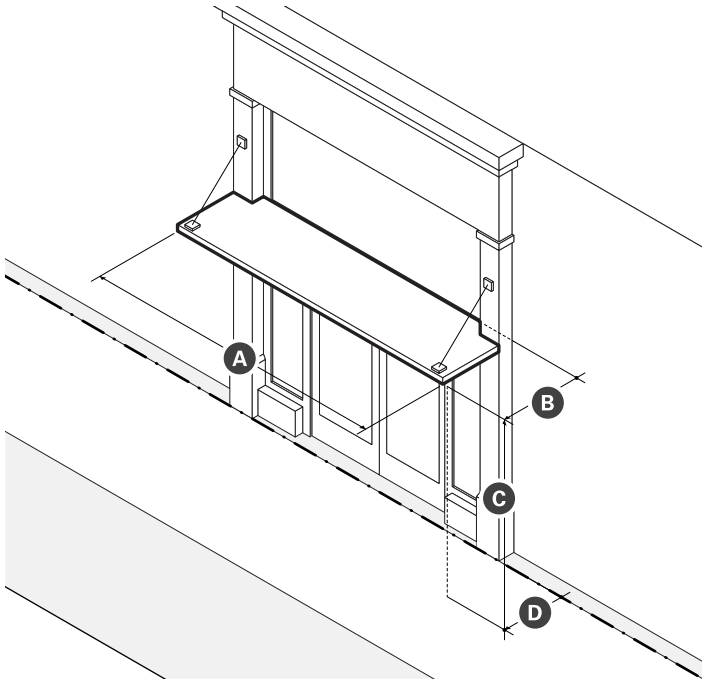
- ii. Standards
 - a). Awnings must be securely attached to and supported by the building and must fit the windows or doors the awning is attached to.
 - b). An awning must be made of durable, weather-resistant material that is water repellent.
 - c). Internally illuminated or back-lit awnings are prohibited.
 - d). An awning that projects over the sidewalk of a public thoroughfare requires compliance with all City Ordinances.

6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

F. Entry Canopy

- i. An entry canopy is a wall-mounted structure that provides shade and weather protection over the entrance of a building.

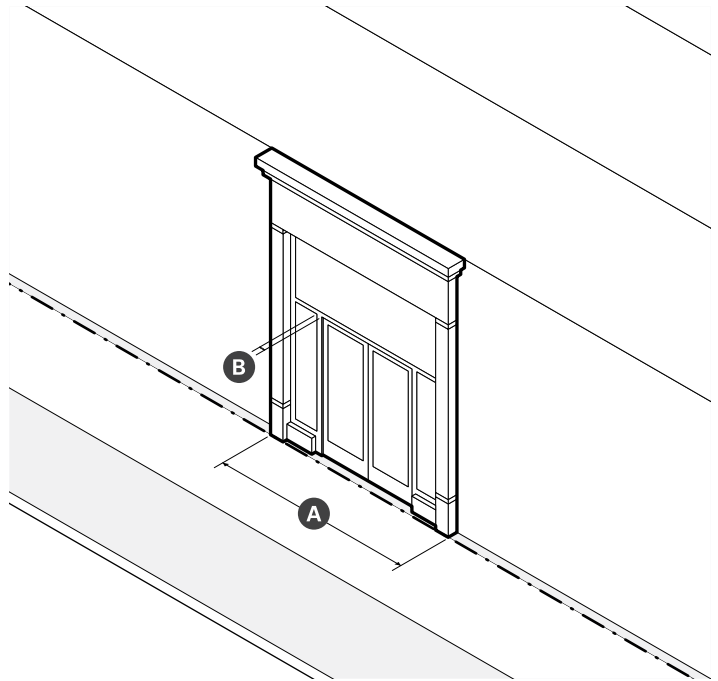


Dimensions	
A Width (min)	See §X
B Depth (max)	3 ft
C Clearance (min)	8 ft clear
D Permitted Setback Encroachment (max)	100%

- ii. Standards
 - a). Entry canopies must be visually supported by brackets, cables, or rods.
 - b). The width of an entry canopy must be equal to or greater than the width of the doorway surround or exterior casing it is mounted over.

G. Lobby Entrance

- i. A lobby entrance is a non-load bearing assembly of entry doors and windows providing access and light to the lobby of a building.

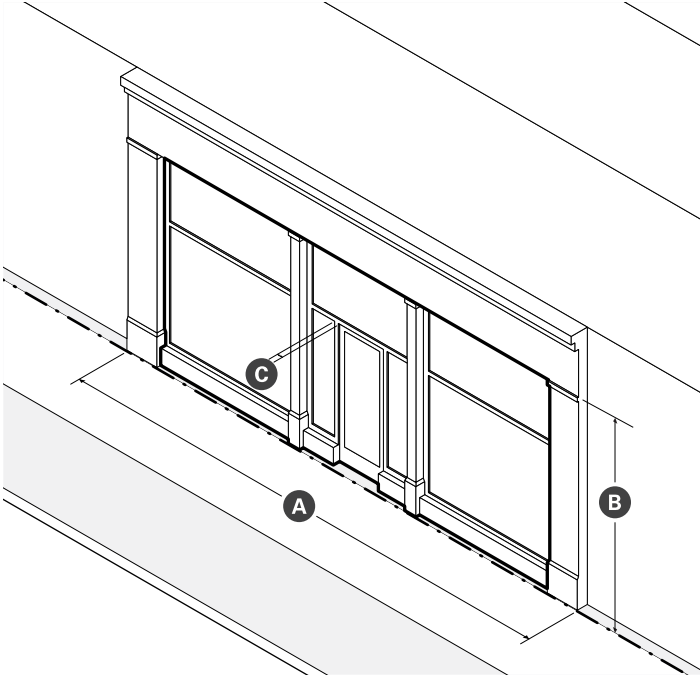


Dimensions	
A Width (max)	30 ft
B Recessed Entrance Width (max)	15 ft
Recessed Entrance Depth (max)	5 ft

- ii. Standards
 - a). When a lobby entrance is setback from the front lot line, the frontage must be paved.

H. Storefront

- i. A storefront is a non-load bearing assembly of commercial entry doors and substantial windows for the display of goods, services, and signs.



Dimensions	
A Width (max)	30 ft
B Display Window Height (min)	8 ft
C Recessed Entrance Width (max)	15 ft
Recessed Entrance Depth (max)	5 ft

- ii. Standards
 - a). An unobstructed view of the interior space or a lighted and maintained merchandise display(s) must be provided for a depth of at least four (4) feet behind storefront display windows.
 - b). When storefronts are setback from the front lot line, the frontage area must be paved to match the abutting sidewalk.
 - c). When present, awnings and canopies must be mounted between columns, pilasters, or piers; above doorways and display windows; and below the sign band.
 - d). Exterior security grills, gates, and roll-down security doors and windows are prohibited.

6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

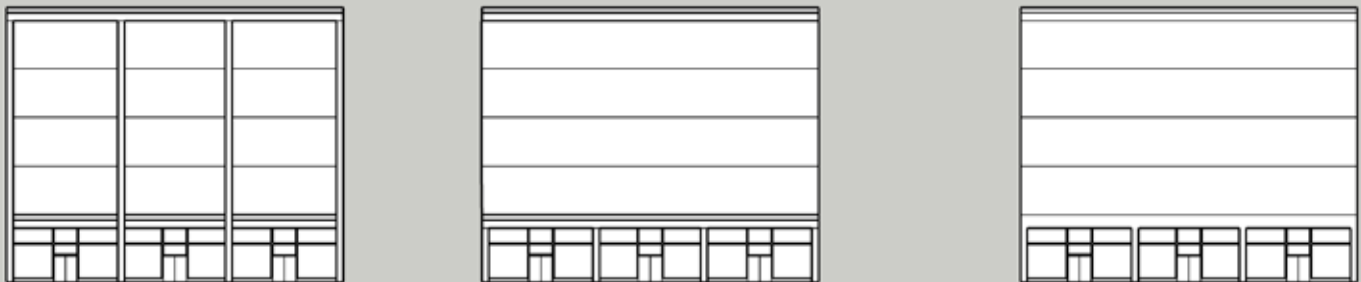
9. Building Design Standards

- a. Facade Design
 - i. Building facades must provide a frame for each storefront and lobby entrance of solid wall material designed as one (1) of the following:
 - a). flat wall above and to either side of a punched opening;
 - b). pilasters or columns supporting a continuous horizontal lintel (sign band) and cornice extending across the full width of the building;
 - c). a spandrel (sign band) positioned between pilasters or columns that extend from upper stories of the building to the ground.
 - ii. The required frame may be subsumed and customized into the design for individual storefronts and lobby entrances.
 - iii. Facades must be articulated to create surface relief and shadow lines that add depth to the facade through the use of architectural elements such as balconies, Bays, cladding, columns, corner boards, cornices, door surrounds, moldings, piers, pilasters, seat walls, sills, wall depth, and windows that either recess or project from the average plane of the facade by at least four (4) inches.

10. Architectural Design Guidelines

- i. Reserved

FIGURE 4.1 (c) Storefront Frames



11. Use Provisions

- a. General
 - i. The use of real property is subject to the provisions of Article 9: Use Provisions of this Ordinance. Where the provisions of this section conflict with those of Article 9, the provisions of Article 9 apply.
 - ii. Uses are permitted according to Table 6.3 (a).
 - iii. All uses must comply with any use-specific standards applicable for each use in §9.2 Use Definitions & Limitations.
 - iv. Uses permitted by Special Permit require additional development review in accordance with §15.2.1 Special Permits.
 - v. Use categories not expressly authorized are prohibited.

6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

TABLE 6.3 (a) CI Permitted Uses

Use Category Specific Use	CI	Use Specific Standards
Arts & Creative Enterprise		
Artisan Production	P	§9.2.2.a
Arts Exhibition	P	§9.2.2.b
Arts Sales & Services	P	§9.2.2.c
Co-Working	P	§9.2.2.d
Design Services	P	§9.2.2.e
Shared Workspaces & Arts Education	P	§9.2.2.f
Auto-Oriented		
Commercial Vehicle Repair & Maintenance	SP	§9.2.3.a
Dispatch Service (except as follows)	P	§9.2.3.b
Towing Service	SP	§9.2.3.b.i
Motor Vehicle Parking (as noted below)	--	§9.2.3.d
Off-Site Accessory Parking	P	§9.2.3.d.i
Personal Vehicle Repair & Maintenance	SP	§9.2.3.e
Vehicle Sales	SP	§9.2.3.f
Civic & Institutional		
Hospital	SP	§9.2.4.b
Minor Utility Facility	SP	§9.2.4.d
Public Service	P	§9.2.4.h
Religious & Educational Uses Protected by M.G.L. 40A. Sec. 3	P	§9.2.4.i
Commercial Services		
Animal Services (as noted below)	--	§9.2.5.a
Commercial Kennel	P	§9.2.5.a.i
Pet Grooming	P	§9.2.5.a.ii
Pet Daycare & Training	P	§9.2.5.a.iii
Veterinarian	SP	§9.2.5.a.iv
Assembly & Entertainment	SP	§9.2.5.b
Banking & Financial Services (except as follows)	P	§9.2.5.c
Personal Credit	SP	§9.2.5.c.i
Broadcast and/or Recording Studio	P	§9.2.5.d
Building & Home Repair Services	P	§9.2.5.e
Business Support Services	P	§9.2.5.f
Caterer/Wholesale Food Production	P	§9.2.5.g
Day Care Service (as noted below)	--	§9.2.5.h
Adult Day Care Center	P	§9.2.5.h.i

P - Permitted SP - Special Permit Required N - Not Permitted

TABLE 6.3 (a) Permitted Uses (continued)

Use Category Specific Use	CI	Use Specific Standards
Child Day Care Center	P	§9.2.5.h.ii
Educational Institution	P	§9.2.5.i
Maintenance & Repair of Consumer Goods	P	§9.2.5.j
Personal Services (except as follows)	P	§9.2.5.k
Body-Art Establishment	P	§9.2.5.k.i
Gym or Health Club	P	§9.2.5.k.ii
Funeral Home	P	§9.2.5.k.iii
Health Care Provider	SP	§9.2.5.k.iv
Recreation Facility	P	§9.2.5.l
Vehicle Parking (as noted below)	--	§9.2.5.m
Bike Share Parking	P	§9.2.5.m.i
Car Share Parking (3 or less spaces)	P	§9.2.5.m.ii
Car Share Parking (4 or more spaces)	P	§9.2.5.m.ii
Commercial Parking	P	§9.2.5.m.iii
Eating and Drinking		
Bar/Restaurant/Tavern	P	§9.2.6.a
Bakery/Café/Coffee Shop	P	§9.2.6.b
Formula Eating & Drinking Establishment	SP	§9.2.6.c
Industrial		
Commercial Dry Cleaning & Laundry Services	SP	§9.2.7.a
Data Center	SP	§9.2.7.b
Manufacturing	P	§9.2.7.c
Moving and/or Self Storage (except as follows)	P	§9.2.7.d
Self Storage	SP	§9.2.7.d.i
Recycling Collection	SP	§9.2.7.e
Trucking and Transportation Depot	SP	§9.2.7.g
Wholesale Trade & Distribution	P	§9.2.7.h
Lodging		
Hotel or Hostel	SP	§9.2.8.b
Office		
General Office	P	§9.2.9.a
Research and Development and/or Laboratory	P	§9.2.9.b
Retail Sales		
Building/Home Supplies & Equipment	P	§9.2.11.a
Consumer Goods (except as follows)	P	§9.2.11.b

P - Permitted SP - Special Permit Required N - Not Permitted

6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

TABLE 6.3 (a) Permitted Uses (continued)

Use Category Specific Use	CI	Use Specific Standards
Alcohol Sales	SP	§9.2.11.b.i
Drug Paraphernalia Store	N	§9.2.11.b.ii
Firearms Sales	N	§9.2.11.b.iii
Pet Store	SP	§9.2.11.b.v
Formula Retail	SP	§9.2.11.c
Fresh Food Market or Grocery Store	SP	§9.2.11.d
Farm/Vendor Market	P	§9.2.11.e
Urban Agriculture		
Farming (as noted below)	--	§9.2.12.a
Commercial Farm	P	§9.2.12.a.i
Community Farm	P	§9.2.12.a.ii
Community Gardening	P	§9.2.12.b
Accessory Uses		
Urban Agriculture (as noted below)	--	§9.2.13.d
Commercial Farming	P	§9.2.13.d.iii
Vehicle Parking, Accessory (except as follows)	P	§9.2.13.e
Home Business Vehicle Parking	N	§9.2.13.f

P - Permitted SP - Special Permit Required N - Not Permitted

12. Development Standards

- a. General
 - i. Development is subject the provisions of Article 10 Site Development of this Ordinance. Where the provisions of this section conflict with those of Article 10, the provisions of Article 10 apply.
- b. Signs
 - i. A sign, individual numerals or letters, or a nonelectrical nameplate identifying the property address is required for all real property as follows:
 - a). Each ground story non-residential use must identify the street address either on the principal entrance door or above or beside the principal entrance of the use.
 - b). All residential building types must identify the street address either on the principal entrance door, above or beside the principal entrance, or on a mailbox.
 - ii. Address signs must be made easily visible through the use of colors or materials that contrast with the background material they are attached to and must be conspicuously located to provide visibility from the thoroughfare that the building faces.

- iii. Address signs must be twelve (12) inches in height or less and may include the name of the occupant.

13. Parking & Mobility

- a. General
 - i. Development is subject the provisions of Article 11 Parking & Mobility of this Ordinance. Where the provisions of this section conflict with those of Article 11, the provisions of Article 11 apply.
 - ii. Vehicular parking must be provided as specified on Table 4.1 (d), except as follows:
 - a). Non-residential uses with five thousand (5,000) square feet or less of gross leasable floor area are exempt from any minimum requirements of Table 4.1. (d).
 - b). Any change in use within a non-residential structure constructed before the effective date of this Ordinance, provided that the change is to a permitted use, is exempt from any minimum requirements of Table 4.1 (d).
 - iii. There are no parking requirements for accessory uses.
 - iv. Motor vehicle parking spaces may be shared

6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

- between uses on the same lot and buildings on the same block in accordance with §11.3 Shared Parking.
- b. Type
 - i. Motor vehicle parking may be provided as surface parking, above ground structured parking, or underground structured parking.
 - c. Driveways
 - i. New driveways require a permit from the City Engineer.
 - ii. Driveways must be compliant with all City Ordinances and constructed in accordance with all standards established by relevant City departments.
 - iii. Driveways are not permitted in the frontage area between a building and the front lot line.
 - iv. Driveways may be no wider than twenty four (24) feet in the frontage area of a lot.
 - v. Driveways may provide access in whole or in part on or across an abutting lot(s), provided that an access easement exists between all property owners.
 - d. Parking Design
 - i. The design of all parking is subject to §11.1 Bicycle
- Parking and §11.2 Motor Vehicle Parking of this Ordinance.
- e. Parking Location
 - i. Required vehicular parking, excluding any required handicapped parking, may be provided on a contiguous lot under the same ownership as the lot that the parking will serve as follows:
 - a). Pedestrian access to off-site vehicular parking must be via a paved sidewalk or walkway.
 - b). A lease, recorded covenant, or other comparable legal instrument guaranteeing long term use of the site must be provided to the review board or building official and executed and filed with the Registry of Deeds.
 - ii. For real property located in more than one municipality, motor vehicle parking need not be located within the City of Somerville.
 - f. Unbundled Parking
 - i. Motor vehicle parking spaces must be rented or leased as an option rather than a requirement of the rental, lease, or purchase of a dwelling unit or non-residential floor space.
 - ii. Bicycle parking must be provided at no cost or fee to customers, visitors, employees, tenants, and

TABLE 6.3 (b) Vehicular Parking

*See Transit Orientation Map for distance to a Transit Station

Use Category Specific Use	BICYCLE		MOTOR VEHICLE	
	Short-Term (min)	Long-Term (min)	Within a Transit Area (max)	Outside of a Transit Area (min)
Arts & Creative Enterprise				
All Permitted Uses	1 / 10,000 sf	1 / 3,000 sf	1 / 800 sf	1 / 1,000 sf
Civic & Institutional				
Community Center	1 / 10,000 sf	4 / 10,000 sf	1 / 1,800 sf	1 / 600 sf
Educational Facility	1.0 / classroom	4.0 / classroom	1.5 / classroom	3.0 / classroom
Hospital	10 per entrance	1 / 5,000 sf	1 / 200 sf	1 / 1,000 sf
Library	1 / 3,000 sf	1 / 5,000 sf	1 / 800 sf	1 / 500 sf
Minor Utility Facility	n/a	n/a	n/a	n/a
Museum	1 / 2,000 sf	1 / 10,000 sf	1 / 800 sf	1 / 500 sf
Private Non-Profit Club or Lodge	1 / 2,000 sf	1 / 10,000 sf	1 / 200 sf	1 / 1,000 sf

sf - Gross Leasable Square Footage

DU - Dwelling Unit

RU - Rooming Unit

6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

TABLE 6.3 (b) Vehicular Parking (continued)

*See Transit Orientation Map for distance to a Transit Station

Use Category Specific Use	BICYCLE		MOTOR VEHICLE	
	Short-Term (min)	Long-Term (min)	Within a Transit Area (max)	Outside of a Transit Area (min)
Commercial Services				
Animal Services (as noted below)	1 / 2,500 sf	1 / 10,000 sf	--	--
Pet Grooming	--	--	1 / 500 sf	1 / 400 sf
Veterinarian	1 / 2,000 sf	1 / 5,000 sf	1 / 500 sf	1 / 500 sf
Assembly & Entertainment	1 / 40 seats	1 / 10,000 sf	1 / 6 seats	1 / 6 seats
Banking & Financial Services (except as noted below)	1 / 2,000 sf	1 / 10,000 sf	1 / 450 sf	1 / 400 sf
Broadcast and/or Recording Studio	1 / 2,500 sf	1 / 10,000 sf	1 / 800 sf	1 / 600 sf
Building & Home Repair Services	1 / 2,500 sf	1 / 10,000 sf	1 / 1,000 sf	1 / 2,000 sf
Business Support Services	1 / 2,500 sf	1 / 10,000 sf	1 / 900 sf	1 / 600 sf
Caterer/Wholesale Food Production	1 / 2,500 sf	1 / 10,000 sf	1 / 800 sf	1 / 1,000 sf
Day Care Service	2	1 / 10,000 sf	1 / 900 sf	1 / 600 sf
Maintenance & Repair of Consumer Goods	1 / 2,500 sf	1 / 10,000 sf	1 / 750 sf	1 / 1,000 sf
Personal Services (except as noted below)	1 / 2,500 sf	1 / 10,000 sf	1 / 750 sf	1 / 1,000 sf
Gym or Health Club			1 / 200 sf	1 / 500 sf
Funeral Home				
Health Care Provider	1 / 2,000 sf	1 / 10,000 sf	1 / 500 sf	1 / 300 sf
Recreation Facility	1 / 2,500 sf	1 / 10,000 sf		
Eating and Drinking				
Bar/Restaurant/Tavern	1 / 1,000 sf	1 / 5,000 sf	1 / 300 sf	1 / 500 sf
Bakery/Café/Coffee Shop	1 / 1,000 sf	1 / 5,000 sf	1 / 300 sf	1 / 500 sf
Formula Eating & Drinking Establishment	1 / 1,000 sf	1 / 5,000 sf	1 / 300 sf	1 / 500 sf
Industrial				
Commercial Dry Cleaning & Laundry Services	--	--	--	1 / 1,200 sf
Data Center	--	--	--	1 / 1,200 sf
Manufacturing	--	1 / 10,000 sf	--	1 / 1,200 sf
Moving and/or Self Storage (except as follows)	--	--	--	1 / 1,200 sf
Self Storage	--	--	--	1 / 1,200 sf
Recycling Collection	--	--	--	1 / 1,200 sf
Trucking and Transportation Depot	--	--	--	1 / 1,200 sf
Wholesale Trade & Distribution	--	1 / 40,000 sf	--	1 / 1,200 sf

sf - Gross Leasable Square Footage

DU - Dwelling Unit

RU - Rooming Unit

6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

TABLE 6.3 (b) Vehicular Parking (continued)

*See Transit Orientation Map for distance to a Transit Station

	BICYCLE		MOTOR VEHICLE	
Use Category Specific Use	Short-Term (min)	Long-Term (min)	Within a Transit Area (max)	Outside of a Transit Area (min)
Lodging				
Bed & Breakfast	1 / 20 rooms	1 / 10 rooms	1 / DU + 1 / 4 guest rooms	1 / DU + 1 / 4 guest rooms
Hotel or Hostel	1 / 20 rooms	1 / 10 rooms	1 / 2 guest rooms	1 / 2 guest rooms
Office				
Co-Working	1 / 20,000 sf	1 / 3,000 sf	1 / 1,200 sf	1 / 800 sf
General Office	1 / 20,000 sf	1 / 3,000 sf	1 / 900 sf	1 / 650 sf
Research and Development and/or Laboratory	1 / 20,000 sf	1 / 5,000 sf	1 / 1,000 sf	1 / 1,000 sf
Residential				
Household Living	0.1 / DU	1.0 / DU	1.0 / DU	1.0 / DU
Group Living (except as follows)	0.05 / room	0.5 / room	—	—
Community or Group Residence	—	—	—	—
Dormitory, Fraternity or Sorority	0.1 / room	0.5 / room	.05 / bed	1.0 / 4 beds
Homeless Shelter	—	—	4.0	4.0
Nursing Home/Assisted Living Facility	—	—	1 / 6 beds	1 / 6 beds
Single Room Occupancy Housing	—	—	1 / 6 beds	1 / 4 beds
Retail Sales				
Building/Home Supplies & Equipment	1 / 2,500 sf	1 / 10,000 sf	1 / 1,000 sf	1 / 1,000 sf
Consumer Goods (except as follows)	1 / 2,500 sf	1 / 10,000 sf	1 / 1,500 sf	1 / 750 sf
Formula Retail	1 / 2,500 sf	1 / 10,000 sf	1 / 1,500 sf	1 / 750 sf
Fresh Food Market or Grocery Store	1 / 1,000 sf	1 / 10,000 sf	1 / 500 sf	1 / 1,500 sf
Farm/Vendor Market	n/a	n/a	n/a	1 / 1,500 sf

sf - Gross Leasable Square Footage

DU - Dwelling Unit

RU - Rooming Unit

6.0 COMMERCIAL DISTRICTS

Commercial Industry (CI)

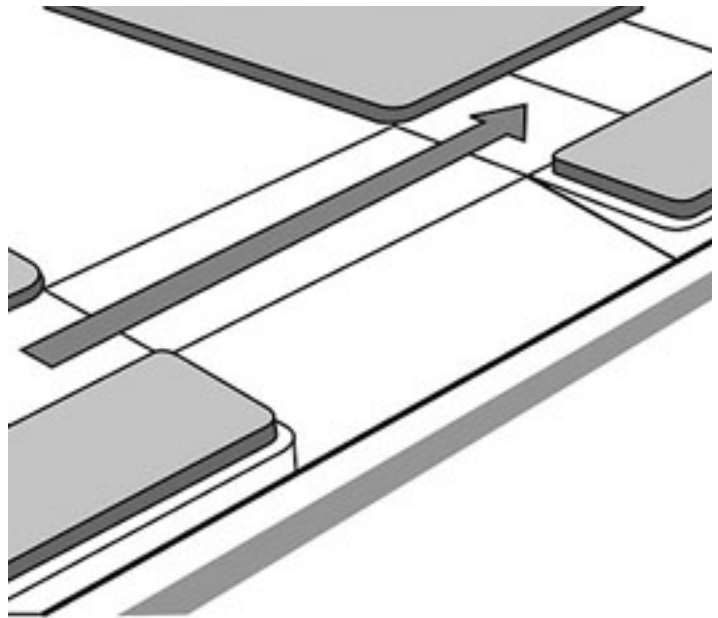
residents.

- g. Parking Relief
 - i. Relief from the parking standards of Table 4.4 (d) requires a Special Permit.
 - a). In its discretion to approve or deny a special permit authorizing relief from the parking standards of Table 4.4 (d), the review board shall consider, at least, the following:
 - i). The supply and demand of on-street parking in the neighborhood, as determined through a parking study.
 - ii). Mobility management programs and services provided by the applicant to reduce the demand for parking.
 - iii). That parking provided in excess of any maximum permitted does not result in the increase in impervious lot area.

14. Public Realm

- a. Sidewalk Curb Cuts
 - i. A curb cut requires a permit from the City Engineer and must be compliant with all City Ordinances.
 - ii. Unless otherwise specified, the City Engineer may not permit more than two (2) curb cuts per front lot line of a lot.
 - iii. Curb cuts are prohibited for all thoroughfares designated as a pedestrian street.
 - iv. Curb cuts must be located to minimize conflicts with pedestrians and bicyclists and must have a clear distance from fire hydrants, street trees, utility poles, and other furnishings as deemed necessary by the City Engineer.
 - a). Curb cuts should be at least one-hundred (100) feet from an unsignalized or signalized intersection.
 - b). Multiple curb cuts providing access to the same lot must be at least one hundred and fifty (150) feet from one another.
 - v. The interior width of a curb cut (between curb stones) may be no wider than the driveway, vehicular entrance, or loading facility it serves.
 - vi. A driveway apron may be installed only within the furnishing zone of a sidewalk and must be constructed in accordance with all standards established by relevant City departments.
 - vii. The grade, cross slope, and clear width of the walkway of a sidewalk must be maintained between the driveway apron and the abutting driveway. The appearance of the walkway (ie. scoring pattern or paving material) must indicate that, although a vehicle may cross, the area traversed by a vehicle remains part of the sidewalk.

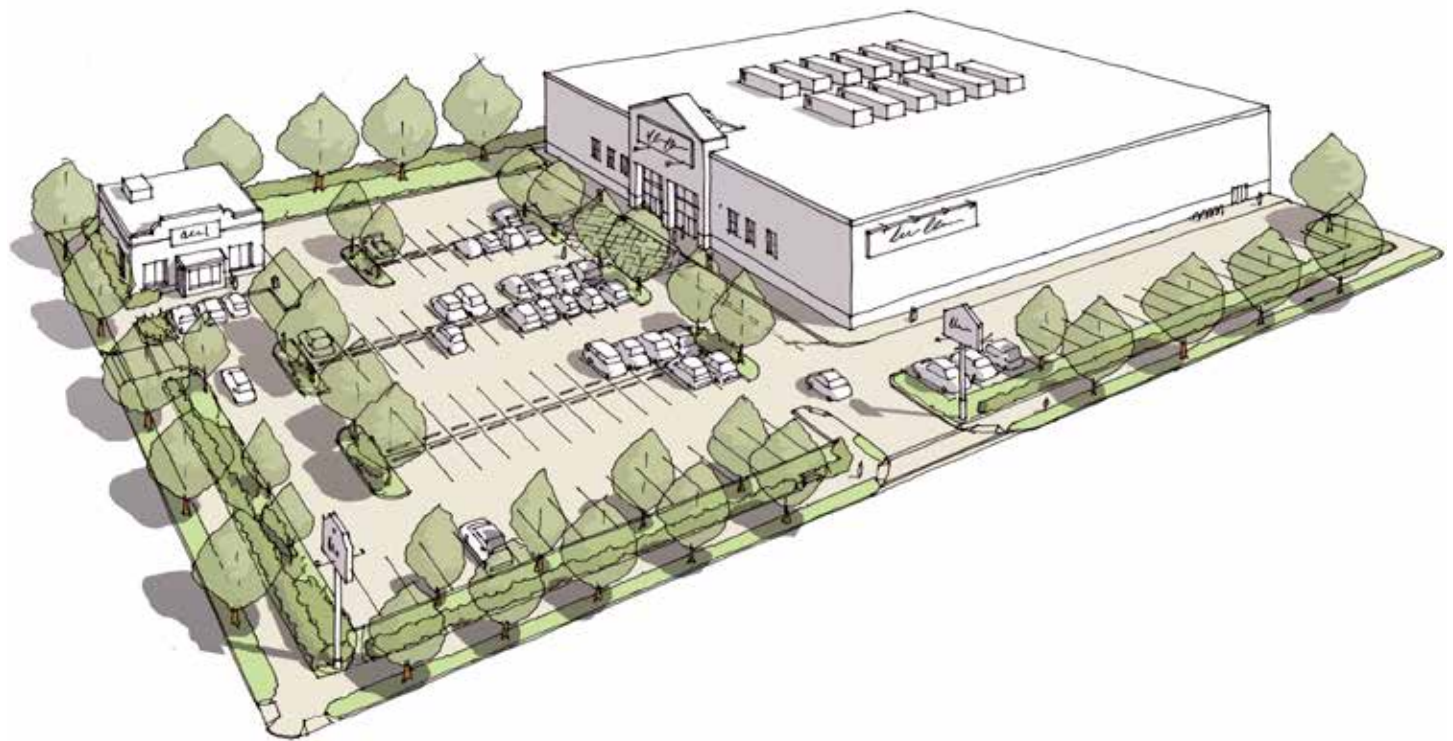
FIGURE X.X (x) Sidewalk Curb Cuts



6.4 COMMERCIAL BUSINESS (CB)

1. Character Description

The Commercial Business district is characterized by large floor plate buildings up to two (2) stories in height. Buildings are typically setback by large parking lots and sites are primarily designed to accommodate automobiles. The district is entirely commercial, with concentrations of commercial services, eating & drinking establishments, and retailers.



6.0 COMMERCIAL DISTRICTS

Commercial Business (CB)

2. Intent

- a. To maintain commercial activities that are primarily accessed by motor vehicles.
- b. To maintain already existing areas appropriate for moderate- and large-scale, low-rise buildings and community- and region-serving commercial uses that do not readily assimilate into other zoning districts.

3. Purpose

- a. To permit the development of moderate- and large-scale low-rise buildings.
- b. To provide quality commercial spaces and permit commercial uses.

4. Applicability

- a. The section is applicable to all real property within the Commercial Business district as shown in the Official Zoning Atlas of the City of Somerville.

5. Standards & Measurements

- a. General
 - i. Notwithstanding the defined terms of Article 16: Definitions, the facade of any principal building type shall be designated by the Planning Director.
 - ii. If such a designation causes a building to orient away from the thoroughfare its lot is abutting, the front and rear setbacks are also reoriented.

6. Development Review

- a. All development, excluding normal maintenance, requires the submittal of a development review application to the Building Official and the issuance of a Certificate of Zoning Compliance prior to the issuance of a Building Permit or Certificate of Occupancy.
- b. Proposed development may or may not necessitate the need for Site Plan Approval, a Special Permit, or a Variance based on the nature of the proposal. In such cases, additional development review is required in accordance with Article 15: Administration.
 - i. The Zoning Board of Appeals is the decision making authority for all development in the Commercial Business district.
- c. Upon verification that no additional development review is necessary or completion of the required development review, a Zoning Compliance Certificate shall be issued by the Building Official to certify compliance with the provisions and procedures of this Ordinance.

7. Building Types

- a. One (1) principal building type may be built on each lot.
- b. The following building types are permitted by Site Plan Approval in the High-Rise district:
 - i. Box Building
 - ii. Strip Commerce
 - iii. Pad Commerce
- c. Accessory structures are regulated according to Article 10: Development Standards of this Ordinance.

8. Box Building

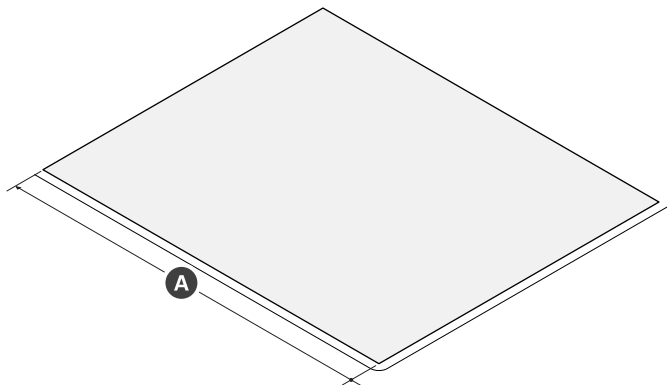
A free-standing, low-rise, large floor plate, usually single tenant building type that is frequently setback by motor vehicle parking.

The following images are examples of the box building type and are intended only for illustrative purposes.



8. Box Building (continued)

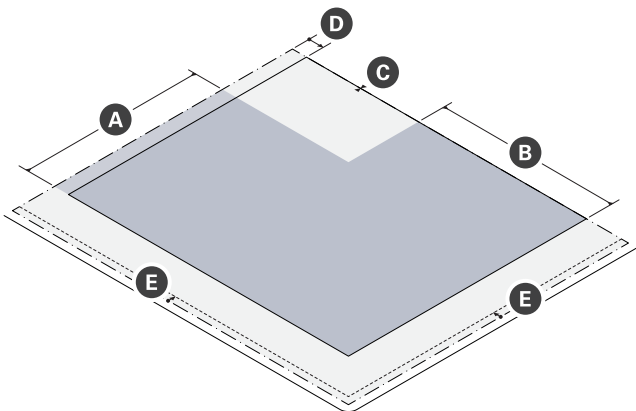
a. Lot Standards



Lot Dimensions	
A Width (max)	800 ft

Lot Development	
B Lot Coverage (max)	75%
C Green Factor (min)	0.20

b. Building Placement



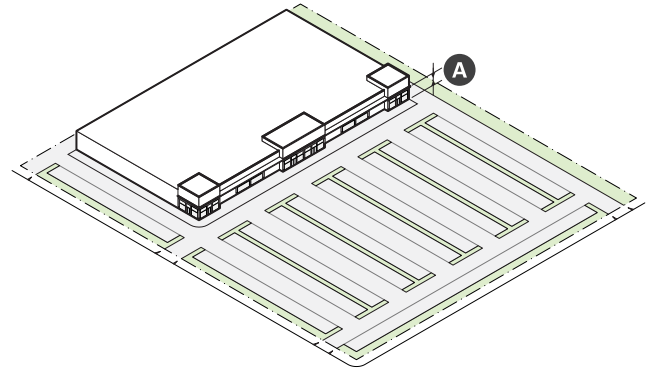
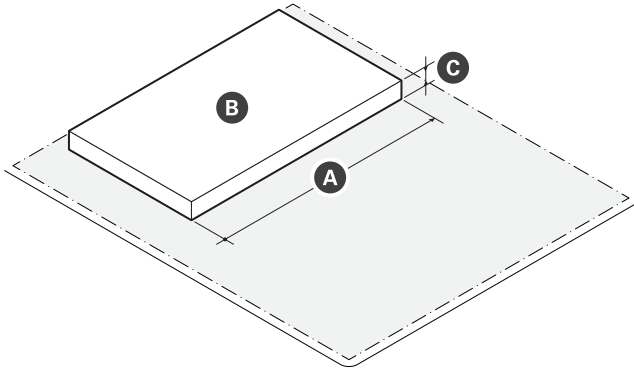
Building Setbacks		
A Primary Front Setback (min/max)	60 ft	300 ft
B Secondary Front Setback (min/max)	10 ft	300 ft
C Side Setback (min)	0 ft	
	Side Setback Abutting NR or LHD (min)	
	50 ft	
D Rear Setback (min)	20 ft	
	Rear Setback Abutting NR or LHD (min)	
	50 ft	

Parking Setbacks	
E Front Setback (min)	10 ft

8. Box Building (continued)

c. Height & Massing

d. Uses & Features



Main Body	
A Building Width (max)	400 ft
B Floor Plate (max)	65,000 sf
C Building Height, Stories (max)	1 story
Building Height, Feet (max)	50 ft

Facade Composition	
A Ground Story Fenestration (min)	50%
Blank Wall (max)	50 ft

Use & Occupancy	
Ground Story Entrance Spacing (max)	200 ft

6.0 COMMERCIAL DISTRICTS

Commercial Business (CB)

- e. Building Design Standards
 - i. Reserved
- f. Architectural Design Guidelines
 - i. Reserved

9. Strip Commerce

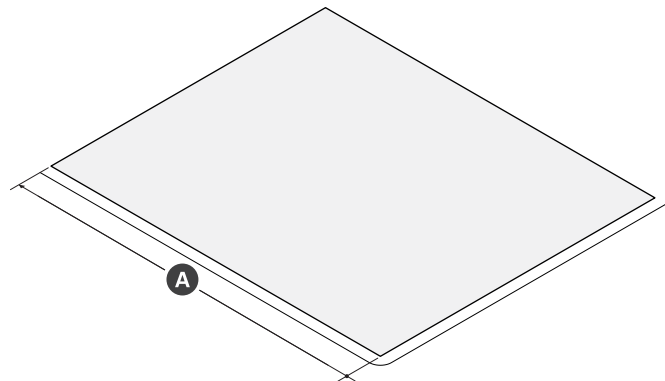
A low rise, large floor plate, multi-tenant building type that is frequently setback by motor vehicle parking. Commercial tenants, typically retail or office uses, are oriented side-by-side. Second floors are uncommon, but permitted.

The following images are examples of the strip commerce building type and are intended only for illustrative purposes.



9. Strip Commerce (continued)

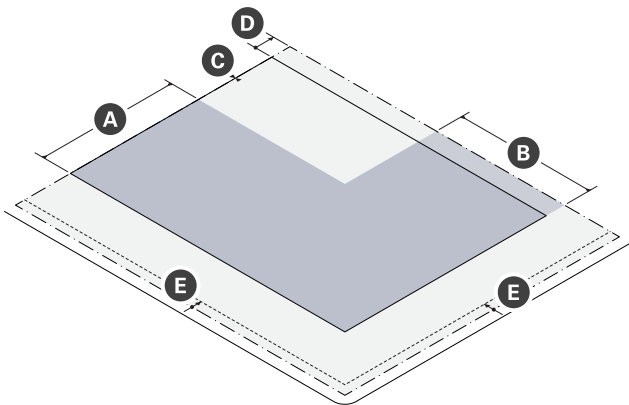
a. Lot Standards



Lot Dimensions	
A Width (max)	400 ft

Lot Development	
B Lot Coverage (max)	75%
C Green Factor (min)	0.20

b. Building Placement

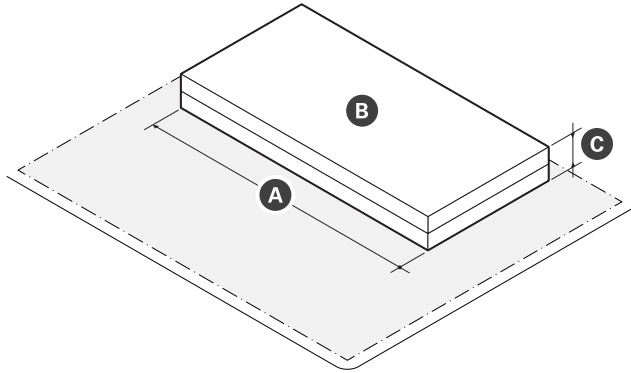


Building Setbacks		
A Primary Front Setback (min/max)	60 ft	200 ft
B Secondary Front Setback (min/max)	10 ft	200 ft
C Side Setback (min)	0 ft	
	Side Setback Abutting NR or LHD (min)	
	50 ft	
D Rear Setback (min)	20 ft	
	Rear Setback Abutting NR or LHD (min)	
	50 ft	

Parking Setbacks	
E Front Setback (min)	10 ft

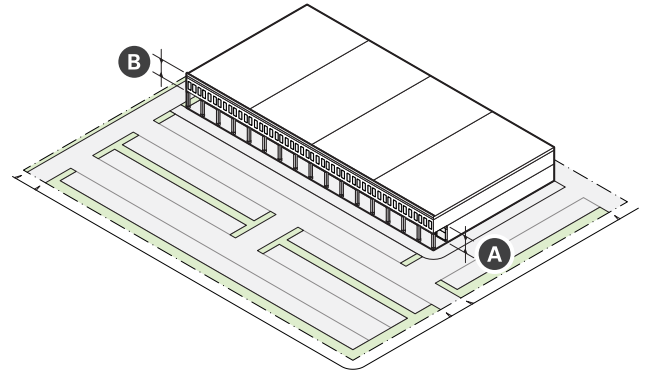
9. Strip Commerce (continued)

c. Height & Massing



Main Body	
A Building Width (max)	400 ft
B Floor Plate (max)	65,000 sf
C Building Height, Stories (max)	2 stories
Building Height, Feet (max)	50 ft

d. Uses & Features



Facade Composition	
A Ground Story Fenestration (min)	50%
B Upper Story Fenestration (min/max)	20% 70%
Blank Wall (max)	20 ft

Use & Occupancy	
Ground Story Entrance Spacing (max)	30 ft
Commercial Space Depth (min)	30 ft

6.0 COMMERCIAL DISTRICTS

Commercial Business (CB)

- e. Building Design Standards
 - i. Reserved
- f. Architectural Design Guidelines
 - i. Reserved

10. Pad Commerce

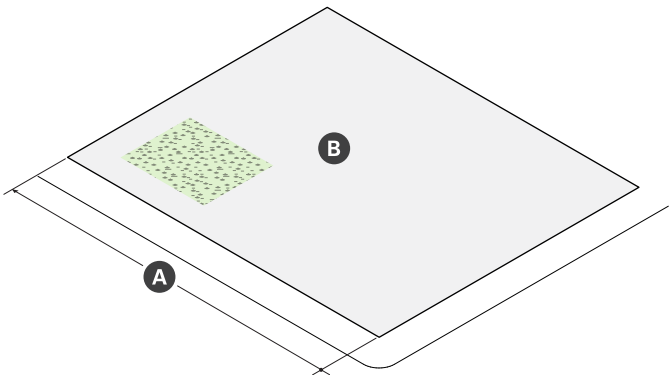
A low rise, small floor plate, one- to two-tenant building type on a freestanding lot typically located in front or to the side of a box building or strip commerce building type.

The following images are examples of the pad commerce building type and are intended only for illustrative purposes.



10. Pad Commerce (continued)

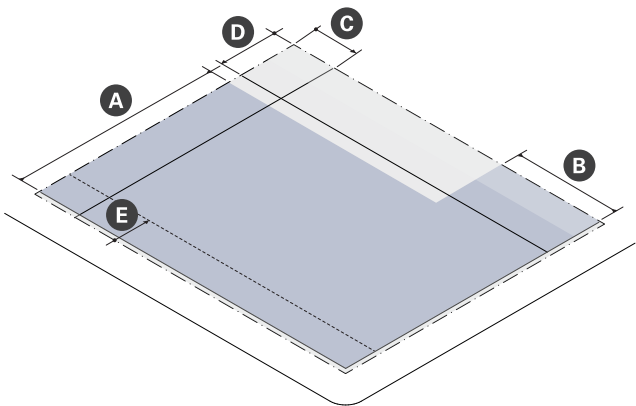
a. Lot Standards



Lot Dimensions	
A Width (max)	250 ft

Lot Development	
Lot Coverage (max)	75%
B Green Factor (min)	0.20

b. Building Placement

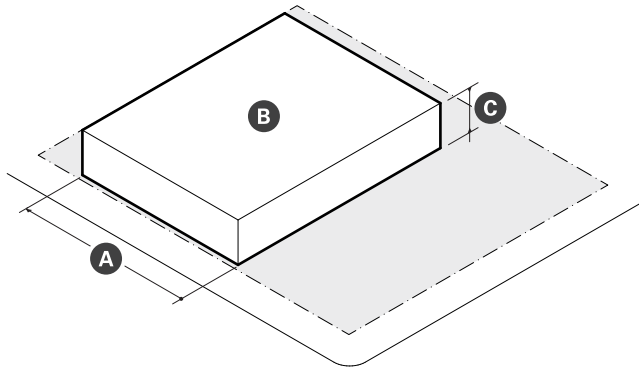


Building Setbacks		
A Primary Front Setback (min/max)	2 ft	75 ft
B Secondary Front Setback (min/max)	2 ft	40 ft
C Side Setback (min)	15 ft	
Side Setback Abutting NR or LHD (min)	50 ft	
D Rear Setback (min)	20 ft	
Rear Setback Abutting NR or LHD (min)	50 ft	

Parking Setbacks	
E Front Setback (min)	10 ft

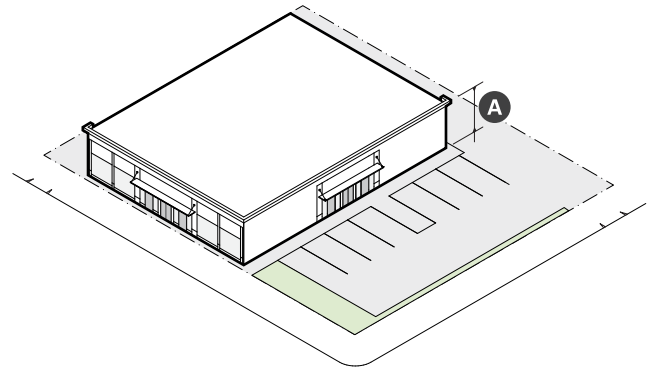
10. Pad Commerce (continued)

c. Height & Massing



Main Body	
A Building Width (max)	100 ft
B Floor Plate (max)	10,000 sf
C Building Height, Stories (max)	1 story
Building Height, Feet (max)	25 ft

d. Uses & Features



Facade Composition	
A Ground Story Fenestration (min)	70%
Blank Wall (max)	20 ft

6.0 COMMERCIAL DISTRICTS

Commercial Business (CB)

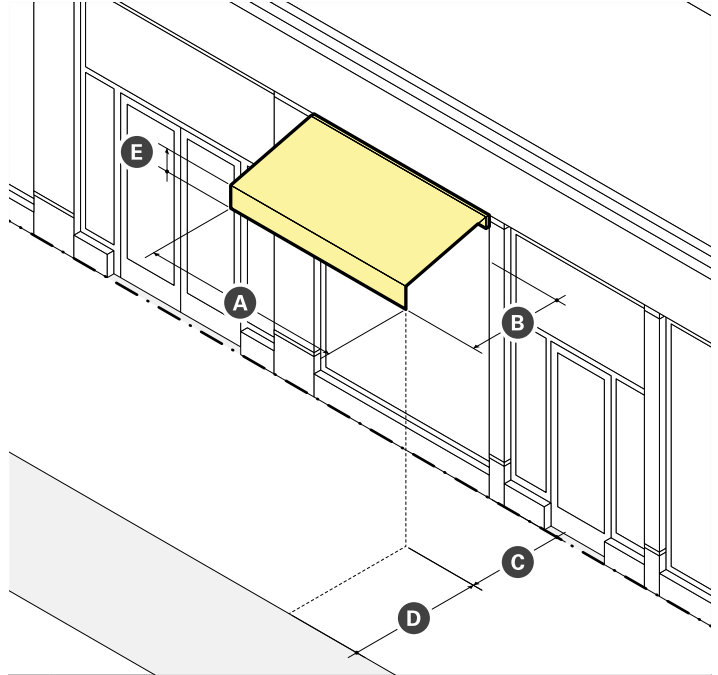
- e. Building Design Standards
 - i. Reserved
- f. Architectural Design Guidelines
 - i. Reserved

11. Building Components

- a. Building components are accessory elements attached to the main mass of a building.
- b. The following building frontage types are permitted in the Commercial Business (CB) district:
 - i. Awning
 - ii. Entry Canopy
 - iii. Lobby Entrance
 - iv. Storefront
 - v. Arcade
- c. Building components not expressly authorized are prohibited.
- d. Unless otherwise specified, building components may attach to other building components to create assemblies of components.

E. Awning

- i. A wall mounted, pitched covering extending from a building to provide shade and weather protection for pedestrians.



Dimensions	
A Width (min)	See §X
B Projection (min)	3 ft
C Clearance (min)	8 ft clear
D Setback from Curb (min)	1.5 ft
E Valance Height (max)	12 in

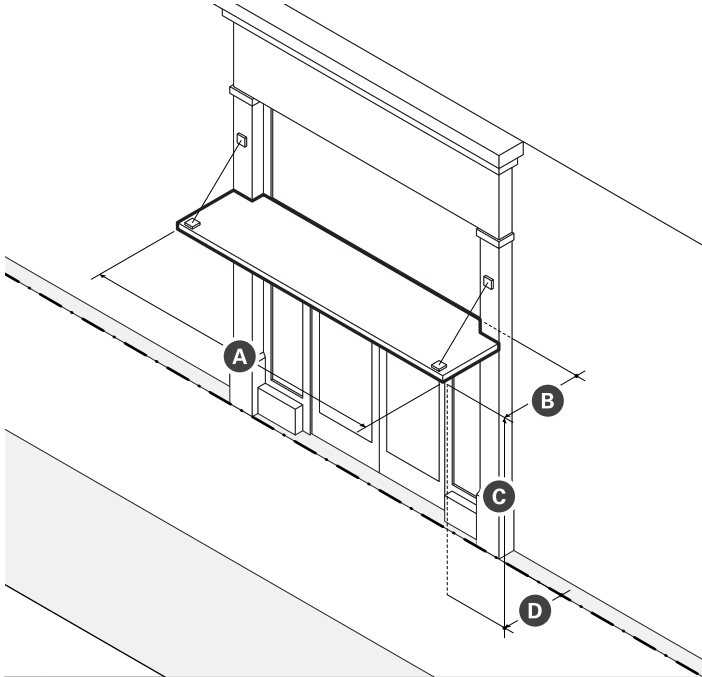
- ii. Standards
 - a). Awnings must be securely attached to and supported by the building, and must fit the windows or doors the awning is attached to.
 - b). An awning must be made of durable, weather-resistant material that is water repellent.
 - c). Internally illuminated or back-lit awnings are prohibited.
 - d). An awning that projects over the sidewalk of a public thoroughfare requires compliance with all City Ordinances.

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F. Entry Canopy

- i. An entry canopy is a wall-mounted structure that provides shade and weather protection over the entrance of a building.



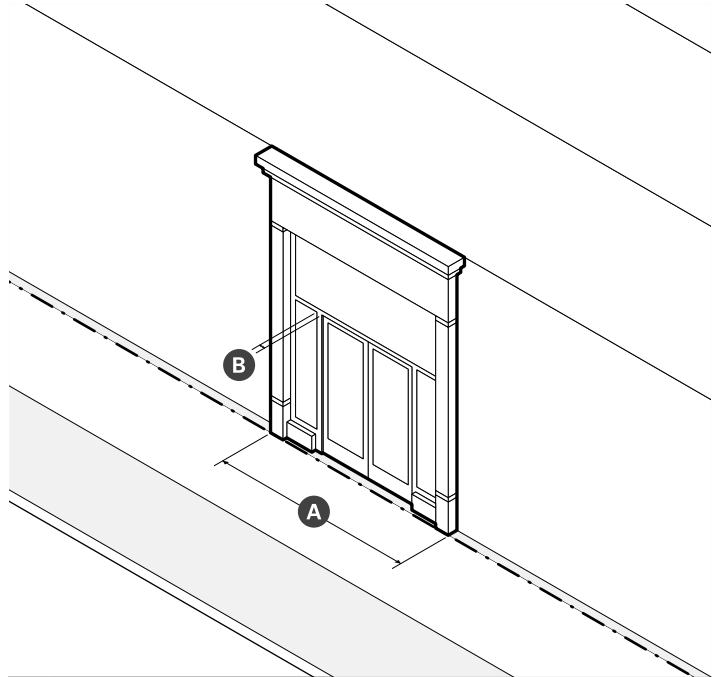
Dimensions

A Width (min)	See §X
B Depth (max)	3 ft
C Clearance (min)	8 ft clear
D Permitted Setback Encroachment (max)	100%

- ii. Standards
 - a). Entry canopies must be visually supported by brackets, cables, or rods.
 - b). The width of an entry canopy must be equal to or greater than the width of the doorway surround or exterior casing it is mounted over.
 - c).

G. Lobby Entrance

- i. A lobby entrance frontage type featuring an at-grade principal entrance providing access to upper story uses of a building.



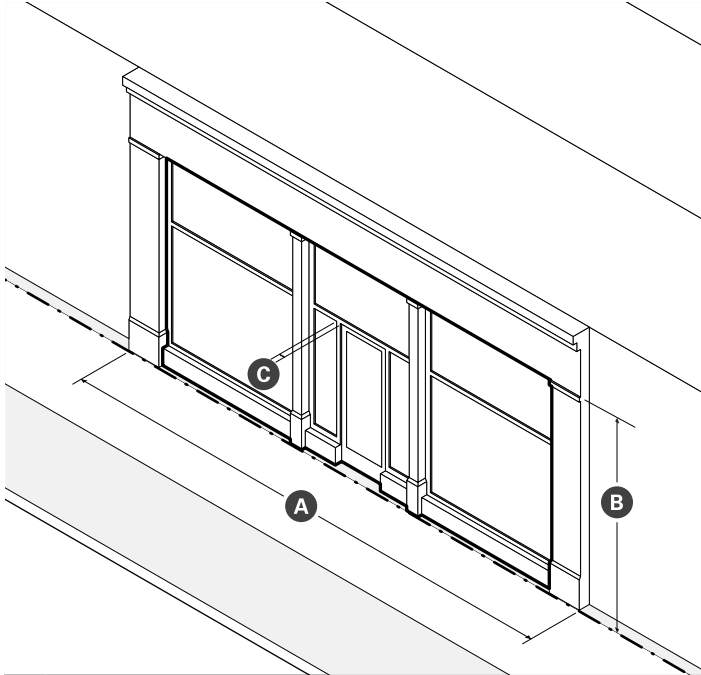
Dimensions

A Width (max)	20 ft
B Recessed Entrance Width (max)	15 ft
Recessed Entrance Depth (max)	5 ft

- ii. Standards
 - a). Lobby entrances must be well-defined, clearly visible, and universally accessible from the abutting sidewalk.
 - b). When a lobby entrance is setback from the front lot line, the frontage must be paved to match the abutting sidewalk.
 - c). Lobby entrances should be made clearly identifiable using a difference in design from the rest of the facade.
 - d). Lobby entrances should include weather protection.

H. Storefront

- i. A storefront is a frontage type conventional for commercial uses featuring an at grade principal entrance and substantial windows for the display of goods, services, and signs.



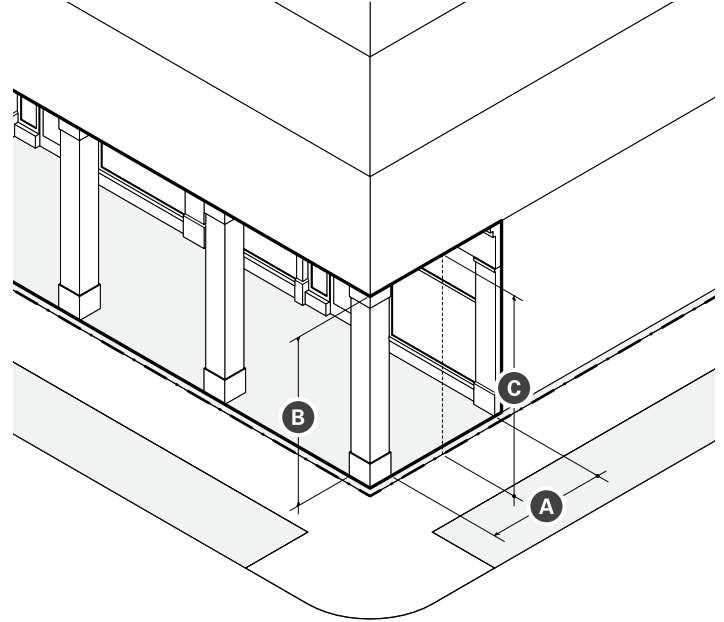
Dimensions

A Width (max)	30 ft
B Display Window Height (min)	8 ft
C Recessed Entrance Width (max)	15 ft
Recessed Entrance Depth (max)	5 ft

- ii. Standards
 - a). When storefronts are setback from the front lot line, the frontage must be paved to match the abutting sidewalk.
 - b). Open-ended, operable awnings are encouraged for weather protection.
 - c). Bi-fold glass windows and doors and other storefront systems that open to permit a flow of customers between interior and exterior space are encouraged.

I. Arcade

- i. An arcade is a frontage type featuring a pedestrian walkway covered by the upper floors of a building. The ground story facade is setback and upper floors are supported by a colonnade or supports.



Dimensions

A Depth (min/max)	10 ft	15 ft
B Height (max)	1 story	
C Clearance (min/max)	14 ft	24 ft

- ii. Standards
 - a). Arcades must extend the entire width of a building and must have a consistent depth.
 - b). Support columns or piers may be spaced no farther apart than they are tall.
 - c). Arcades are considered part of the building for the purpose of measuring facade build out.
 - d). Arcades may be combined only with storefront and lobby entrance frontages
 - e). The finished ceiling of an arcade interior may be arched or flat, but must have a greater clearance than the openings between columns or piers.

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12. Use Provisions

- a. Permitted Uses
 - i. The use of real property is subject to the provisions of Article 9: Use Provisions of this Ordinance. Where the provisions of this section conflict with those of Article 9, the provisions of Article 9 apply.
 - ii. Uses are permitted as specified on Table 6.4 (a).
 - iii. Use categories not expressly authorized are prohibited.
 - iv. All uses must comply with any use-specific standards applicable for each use in §9.2 Use Definitions & Limitations.
 - v. Uses permitted by Special Permit require additional development review in accordance with §15.2.1 Special Permits.
- b. Required Uses
 - i. A minimum of five percent (5%) of the gross floor area of any Commercial Building or Lab Building must be provided as leasable floor area for uses from the Arts & Creative Enterprise use category.

TABLE 6.4 (a) Permitted Uses

Use Category Specific Use	CB	Use Specific Standards
Arts & Creative Enterprise		
Artisan Production	P	§9.2.2.a
Arts Exhibition	P	§9.2.2.b
Arts Sales & Services	P	§9.2.2.c
Co-Working	P	§9.2.2.d
Design Services	P	§9.2.2.e
Shared Workspaces & Arts Education	P	§9.2.2.f
Auto-Oriented		
Commercial Vehicle Repair & Maintenance	SP	§9.2.3.a
Dispatch Service (except as follows)	P	§9.2.3.b
Towing Service	SP	§9.2.3.b.i
Motor Vehicle Parking (as noted below)	--	§9.2.3.d
Off-Site Accessory Parking	P	§9.2.3.d.i
Personal Vehicle Repair & Maintenance	SP	§9.2.3.e
Vehicle Sales	SP	§9.2.3.f
Civic & Institutional		
Minor Utility Facility	SP	§9.2.4.d
Public Service	P	§9.2.4.h
Religious & Educational Uses Protected by M.G.L. 40A. SEc. 3	P	§9.2.4.i
Commercial Services		
Animal Services (as noted below)	--	§9.2.5.a
Commercial Kennel	P	§9.2.5.a.i
Pet Grooming	P	§9.2.5.a.ii
Pet Day Care & Training	P	§9.2.5.a.iii
Veterinarian	P	§9.2.5.a.iv
Assembly & Entertainment	SP	§9.2.5.b
Banking & Financial Services (except as follows)	P	§9.2.5.c
Personal Credit	SP	§9.2.5.c.i
Broadcast and/or Recording Studio	P	§9.2.5.d
Building & Home Repair Services	P	§9.2.5.e
Business Support Services	P	§9.2.5.f
Caterer/Wholesale Food Production	P	§9.2.5.g
Day Care Service (as noted below)	--	§9.2.5.h

P - Permitted SP - Special Permit Required N - Not Permitted

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TABLE 6.4 (a) Permitted Uses

Use Category Specific Use	CB	Use Specific Standards
Adult Day Care Center	P	§9.2.5.h.i
Child Day Care Center	P	§9.2.5.h.ii
Educational Institution	P	§9.2.5.i
Maintenance & Repair of Consumer Goods	P	§9.2.5.j
Personal Services (except as follows)	P	§9.2.5.k
Body-Art Establishment	P	§9.2.5.k.i
Gym or Health Club	P	§9.2.5.k.ii
Funeral Home	P	§9.2.5.k.iii
Health Care Provider	SP	§9.2.5.k.iv
Recreation Facility	P	§9.2.5.l
Vehicle Parking (as noted below)	--	§9.2.5.m
Bike Share Parking	P	§9.2.5.m.i
Car Share Parking (3 or less)	P	§9.2.5.m.ii
Car Share Parking (4 or more)	P	§9.2.5.m.ii
Commercial Parking	P	§9.2.5.m.iii
Eating and Drinking		
Bar/Restaurant/Tavern	P	§9.2.6.a
Bakery/Café/Coffee Shop	P	§9.2.6.b
Formula Eating & Drinking Establishment	P	§9.2.6.c
Industrial		
Moving and/or Self Storage (except as follows)	N	§9.2.7.d
Self Storage	SP	§9.2.7.d.i
Lodging		
Hotel or Hostel	SP	§9.2.8.b
Office		
General Office	P	§9.2.9.a
Research and Development and/or Laboratory	P	§9.2.9.b
Retail Sales		
Building/Home Supplies & Equipment	P	§9.2.11.a
Consumer Goods (except as follows)	P	§9.2.11.b
Alcohol Sales	SP	§9.2.11.b.i
Drug Paraphernalia Store	N	§9.2.11.b.ii
Firearms Sales	N	§9.2.11.b.iii
Pet Store	SP	§9.2.11.b.v

P - Permitted SP - Special Permit Required N - Not Permitted

TABLE 6.4 (a) Permitted Uses

Use Category Specific Use	CB	Use Specific Standards
Formula Retail	P	§9.2.11.c
Fresh Food Market or Grocery Store	P	§9.2.11.d
Farm/Vendor Market	P	§9.2.11.e
Urban Agriculture		
Farming (as noted below)	--	§9.2.12.a
Commercial Farm	P	§9.2.12.a.i
Community Farm	P	§9.2.12.a.ii
Community Gardening	P	§9.2.12.b
Accessory Uses		
Urban Agriculture (as noted below)	--	§9.2.13.d
Commercial Farming	P	§9.2.13.d.iii
Vehicle Parking, Accessory (except as follows)	P	§9.2.13.e
Home Business Vehicle Parking	N	§9.2.13.e.i

P - Permitted SP - Special Permit Required N - Not Permitted

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13. Development Standards

- a. General
 - i. Development is subject the provisions of Article 10: Development Standards of this Ordinance. Where the provisions of this section conflict with those of Article 10, the provisions of Article 10 apply.
- b. Signs
 - i. A sign, individual numerals or letters, or a nonelectrical nameplate identifying the property address is required for all real property as follows:
 - a). Each ground story non-residential use must identify the street address either on the principal entrance door or above or beside the principal entrance of the use.
 - b). All residential building types must identify the street address either on the principal entrance door, above or beside the principal entrance, or on a mailbox.
 - ii. Address signs must be made easily visible through the use of colors or materials that contrast with the background material they are attached to and must be conspicuously located to provide visibility from the thoroughfare that the building faces.
 - iii. Address signs must be twelve (12) inches in height or less and may include the name of the occupant.
- d. Parking Design
 - i. The design of all parking is subject to §11.1 Bicycle Parking and §11.2 Motor Vehicle Parking of this Ordinance.
- e. Parking Location
 - i. Required vehicular parking, excluding any required handicapped parking, may be provided on a contiguous lot under the same ownership as the lot that the parking will serve as follows:
 - a). Pedestrian access to off-site vehicular parking must be via a paved sidewalk or walkway.
 - b). A lease, recorded covenant, or other comparable legal instrument guaranteeing long term use of the site must be provided to the review board or building official and executed and filed with the Registry of Deeds.
 - ii. For real property located in more than one municipality, motor vehicle parking need not be located within the City of Somerville.

14. Parking & Mobility

- a. General
 - i. Development is subject the provisions of Article 11 Parking & Mobility of this Ordinance. Where the provisions of this section conflict with those of Article 11, the provisions of Article 11 apply.
 - ii. Vehicular parking must be provided as specified on Table 4.1 (d), except as follows:
 - a). Non-residential uses with five thousand (5,000) square feet or less of gross leasable floor area are exempt from any minimum requirements of Table 4.1. (d).
 - b). Any change in use within a non-residential structure constructed before the effective date of this Ordinance, provided that the change is to a permitted use, is exempt from any minimum requirements of Table 4.1 (d).
 - iii. There are no parking requirements for accessory uses.
 - iv. Motor vehicle parking spaces may be shared between uses on the same lot and buildings on the same block in accordance with §11.3 Shared Parking.
- b. Type
 - i. Motor vehicle parking may be provided as surface parking, above ground structured parking, or underground structured parking.
- c. Driveways
 - i. New driveways require a permit from the City Engineer.
 - ii. Driveways must be compliant with all City Ordinances and constructed in accordance with all standards established by relevant City departments.
 - iii. Driveways are not permitted in the frontage area between a building and the front lot line.
 - iv. Driveways may be no wider than twenty four (24) feet in the frontage area of a lot.
 - v. Driveways may provide access in whole or in part on or across an abutting lot(s), provided that an access easement exists between all property owners.
- d. Parking Design
 - i. The design of all parking is subject to §11.1 Bicycle Parking and §11.2 Motor Vehicle Parking of this Ordinance.
- e. Parking Location
 - i. Required vehicular parking, excluding any required handicapped parking, may be provided on a contiguous lot under the same ownership as the lot that the parking will serve as follows:
 - a). Pedestrian access to off-site vehicular parking must be via a paved sidewalk or walkway.
 - b). A lease, recorded covenant, or other comparable legal instrument guaranteeing long term use of the site must be provided to the review board or building official and executed and filed with the Registry of Deeds.
 - ii. For real property located in more than one municipality, motor vehicle parking need not be located within the City of Somerville.
- f. Unbundled Parking
 - i. Motor vehicle parking spaces must be rented or leased as an option rather than a requirement of the rental, lease, or purchase of a dwelling unit or non-residential floor space.
 - ii. Bicycle parking must be provided at no cost or fee to customers, visitors, employees, tenants, and residents.
- g. Parking Relief
 - i. Relief from the parking standards of Table 4.4 (d) requires a Special Permit.
 - a). In its discretion to approve or deny a special permit authorizing relief from the parking standards of Table 4.4 (d), the review board shall consider, at least, the following:
 - i). The supply and demand of on-street parking in the neighborhood, as determined through a parking study.
 - ii). Mobility management programs and services provided by the applicant to reduce the demand for parking.

TABLE 6.4 (b) Vehicular Parking

*See Transit Area Map to Identify Lots in a Transit Area

Use Category Specific Use	BICYCLE		MOTOR VEHICLE	
	Short-Term (min)	Long-Term (min)	Within a Transit Area (max)	Outside of a Transit Area (min)
Arts & Creative Enterprise				
All Permitted Uses	1 / 10,000 sf	1 / 3,000 sf	1 / 800 sf	1 / 1,000 sf
Civic & Institutional				
Community Center	1 / 10,000 sf	4 / 10,000 sf	1 / 1,800 sf	1 / 600 sf
Educational Facility	1.0 / classroom	4.0 / classroom	1.5 / classroom	3.0 / classroom
Hospital	10 per entrance	1 / 5,000 sf	1 / 200 sf	1 / 1,000 sf
Library	1 / 3,000 sf	1 / 5,000 sf	1 / 800 sf	1 / 500 sf
Minor Utility Facility	n/a	n/a	n/a	n/a
Museum	1 / 2,000 sf	1 / 10,000 sf	1 / 800 sf	1 / 500 sf
Private Non-Profit Club or Lodge	1 / 2,000 sf	1 / 10,000 sf	1 / 200 sf	1 / 1,000 sf
Commercial Services				
Animal Services (as noted below)	1 / 2,500 sf	1 / 10,000 sf	–	–
Pet Grooming	–	–	1 / 500 sf	1 / 400 sf
Veterinarian	1 / 2,000 sf	1 / 5,000 sf	1 / 500 sf	1 / 500 sf
Assembly & Entertainment	1 / 40 seats	1 / 10,000 sf	1 / 6 seats	1 / 6 seats
Banking & Financial Services (except as noted below)	1 / 2,000 sf	1 / 10,000 sf	1 / 450 sf	1 / 400 sf
Broadcast and/or Recording Studio	1 / 2,500 sf	1 / 10,000 sf	1 / 800 sf	1 / 600 sf
Building & Home Repair Services	1 / 2,500 sf	1 / 10,000 sf	1 / 1,000 sf	1 / 2,000 sf
Business Support Services	1 / 2,500 sf	1 / 10,000 sf	1 / 900 sf	1 / 600 sf
Caterer/Wholesale Food Production	1 / 2,500 sf	1 / 10,000 sf	1 / 800 sf	1 / 1,000 sf
Day Care Service	2	1 / 10,000 sf	1 / 900 sf	1 / 600 sf
Maintenance & Repair of Consumer Goods	1 / 2,500 sf	1 / 10,000 sf	1 / 750 sf	1 / 1,000 sf
Personal Services (except as noted below)	1 / 2,500 sf	1 / 10,000 sf	1 / 750 sf	1 / 1,000 sf
Gym or Health Club	–	–	1 / 200 sf	1 / 500 sf
Funeral Home	–	–	–	–
Health Care Provider	1 / 2,000 sf	1 / 10,000 sf	1 / 500 sf	1 / 300 sf
Recreation Facility	1 / 2,500 sf	1 / 10,000 sf	–	–

sf - Gross Leasable Square Footage

DU - Dwelling Unit

RU - Rooming Unit

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TABLE 6.4 (b) Vehicular Parking (continued)

*See Transit Area Map to Identify Lots in a Transit Area

	BICYCLE		MOTOR VEHICLE	
Use Category Specific Use	Short-Term (min)	Long-Term (min)	Within a Transit Area (max)	Outside of a Transit Area (min)
Eating and Drinking				
Bar/Restaurant/Tavern	1 / 1,000 sf	1 / 5,000 sf	1 / 300 sf	1 / 500 sf
Bakery/Café/Coffee Shop	1 / 1,000 sf	1 / 5,000 sf	1 / 300 sf	1 / 500 sf
Formula Eating & Drinking Establishment	1 / 1,000 sf	1 / 5,000 sf	1 / 300 sf	1 / 500 sf
Lodging				
Bed & Breakfast	1 / 20 rooms	1 / 10 rooms	1 / DU + 1 / 4 guest rooms	1 / DU + 1 / 4 guest rooms
Hotel or Hostel	1 / 20 rooms	1 / 10 rooms	1 / 2 guest rooms	1 / 2 guest rooms
Short Term Rental	1 / 20 rooms	1 / 10 rooms	n/a	n/a
Office				
Co-Working	1 / 20,000 sf	1 / 3,000 sf	1 / 1,200 sf	1 / 800 sf
General Office	1 / 20,000 sf	1 / 3,000 sf	1 / 900 sf	1 / 650 sf
Research and Development and/or Laboratory	1 / 20,000 sf	1 / 5,000 sf	1 / 1,000 sf	1 / 1,000 sf
Residential				
Household Living	0.1 / DU	1.0 / DU	1.0 / DU	1.0 / DU
Group Living (except as follows)	0.05 / room	0.5 / room	–	–
Community or Group Residence	–	–	–	–
Dormitory, Fraternity or Sorority	0.1 / room	0.5 / room	.05 / bed	1.0 / 4 beds
Homeless Shelter	–	–	4.0	4.0
Nursing Home/Assisted Living Facility	–	–	1 / 6 beds	1 / 6 beds
Single Room Occupancy Housing	–	–	1 / 6 beds	1 / 4 beds
Retail Sales				
Building/Home Supplies & Equipment	1 / 2,500 sf	1 / 10,000 sf	1 / 1,000 sf	1 / 1,000 sf
Consumer Goods (except as follows)	1 / 2,500 sf	1 / 10,000 sf	1 / 1,500 sf	1 / 750 sf
Formula Retail	1 / 2,500 sf	1 / 10,000 sf	1 / 1,500 sf	1 / 750 sf
Fresh Food Market or Grocery Store	1 / 1,000 sf	1 / 10,000 sf	1 / 500 sf	1 / 1,500 sf
Farm/Vendor Market	n/a	n/a	n/a	1 / 1,500 sf

sf - Gross Leasable Square Footage

DU - Dwelling Unit

RU - Rooming Unit

- iii). That parking provided in excess of any maximum permitted does not result in the increase in impervious lot area.

15. Public Realm

a. Sidewalk Curb Cuts

- i. A curb cut requires a permit from the City Engineer and must be compliant with all City Ordinances.
- ii. Unless otherwise specified, the City Engineer may not permit more than one (1) curb cut per front lot line of a lot.
- iii. Curb cuts are prohibited for all thoroughfares designated as a pedestrian street
- iv. Curb cuts must be located to minimize conflicts with pedestrians and bicyclists and must have a clear distance from fire hydrants, street trees, utility poles, and other furnishings as deemed necessary by the City Engineer.
 - a). Curb cuts should be at least one-hundred (100) feet from an unsignalized or signalized intersection.
 - b). Multiple curb cuts providing access to the same lot must be at least one hundred and fifty (150) feet from one another.
- v. The interior width of a curb cut (between curb stones) may be no wider than the driveway, vehicular entrance, or loading facility it serves.
- vi. A driveway apron may be installed only within the furnishing zone of a sidewalk and must be constructed in accordance with all standards established by relevant City departments.
- vii. The grade, cross slope, and clear width of the walkway of a sidewalk must be maintained between the driveway apron and the abutting driveway. The appearance of the walkway (ie. scoring pattern or paving material) must indicate that, although a vehicle may cross, the area traversed by a vehicle remains part of the sidewalk.

FIGURE X.X (x) Sidewalk Curb Cuts

