



## **Zoning Resolution**

**THE CITY OF NEW YORK**  
**Zohran K. Mamdani, Mayor**

**CITY PLANNING COMMISSION**  
**Daniel R. Garodnick, Chair**

# **33-14 - Floor Area Bonus for Arcades**

File generated by <https://zr.planning.nyc.gov> on 1/29/2026

---

## 33-14 - Floor Area Bonus for Arcades

---

LAST AMENDED

12/5/2024

C4-7 C5-2 C5-3 C5-4 C5-5 C6 C7-5 C7-6 C7-7 C7-8 C7-9

- (a) In the districts indicated, for #zoning lots# containing #commercial# #uses#, for each square foot of #arcade# provided on a #zoning lot# in accordance with the provisions of Section [37-80](#) (ARCADES), the total #floor area# permitted on that #zoning lot# under the provisions of Section [33-12](#) (Maximum Floor Area Ratio) for a #zoning lot# containing only #commercial# #uses# may be increased as set forth in the following table:

### FLOOR AREA BONUS

Districts	Permitted Additional Square Feet of #Floor Area# per Square Foot of #Arcade#
C4-7 C5-2 C5-3 C5-4 C5-5 C6-1A C6-4 C6-5 C6-6	3 square feet
C6-7 C6-8 C6-9 C6-11 C6-12	
C7-7 C7-8 C7-9	
C6-1 C6-2 C6-3	2 square feet
C7-5 C7-6	

C1-8 C1-9 C2-7 C2-8 C4-6 C4-7 C4-8 C4-9 C4-11 C4-12 C5 C6 C7-5 C7-6 C7-7 C7-8 C7-9

- (b) In the districts indicated, and in C1 or C2 Districts when mapped within R9 through R12 Districts, for #zoning lots# containing #community facility# #uses#, for each square foot of #arcade# provided on a #zoning lot# in accordance with the provisions of Section [37-80](#), the total #floor area# permitted on that #zoning lot# under the provisions of Section [33-12](#) for a #zoning lot# containing only #community facility# #uses# or both #commercial# and #community facility# #uses# may be increased as set forth in the following table:

### FLOOR AREA BONUS

Districts	Permitted Additional Square Feet of #Floor Area# per Square Foot of #Arcade#
C1 or C2 when mapped within R9 through R12	3 square feet
C1-8 C1-9 C2-7 C2-8 C4-6 C4-7 C4-9 C4-11 C4-12 C5 C6-3 C6-4 C6-5 C6-6 C6-7 C6-8 C6-9 C6-11 C6-12	
C7-7 C7-8 C7-9	

C4-8

2 square feet

C6-1 C6-2

C7-5 C7-6