



Zoning Resolution

THE CITY OF NEW YORK

Eric Adams, Mayor

CITY PLANNING COMMISSION

Daniel R. Garodnick, Chair

94-062 - Streetscape regulations

File generated by <https://zr.planning.nyc.gov> on 12/19/2024

94-062 - Streetscape regulations

LAST AMENDED

6/6/2024

The underlying #ground floor level# streetscape provisions of Section [32-30](#) (STREETSCAPE REGULATIONS), inclusive, shall apply, except that:

- (a) #ground floor level# #street# frontages in Areas A, B, C and D as indicated in Appendix A (Special Sheepshead Bay District Map) of this Chapter along Emmons Avenue shall be considered #Tier C street frontages#;
- (b) #ground floor level# #street# frontages in Areas A, B, C, E and F, as indicated in Appendix A (Special Sheepshead Bay District Map) of this Chapter, along Sheepshead Bay Road, Ocean Avenue, Bedford Avenue, Nostrand Avenue, as well as, in Areas E and F, frontages along Emmons Avenue, shall be considered #Tier B street frontages#; and
- (c) in Areas A, B, C and D, the size of #ground floor level# #commercial uses# shall be limited to a maximum #floor area# of 3,500 square feet per establishment and to a maximum frontage per establishment at the #ground floor level# of 35 feet when facing any plaza, Emmons Avenue, Sheepshead Bay Road, Ocean Avenue and Bedford Avenue, except that:
 - (1) such size limitation shall not apply to eating or drinking establishments listed under Use Group VI; and
 - (2) in Area B, grocery and convenience retailers listed under Use Group VI may exceed such size limitations if the following criteria are met:
 - (i) such establishment shall be on a #zoning lot# existing on May 27, 2015;
 - (ii) only one such establishment shall be permitted on a #zoning lot#; and
 - (iii) the size of such establishment shall be limited to 15,000 square feet of #floor area# utilized for the sale of food and non-food grocery products and, further, such establishment shall be limited to an additional 6,500 square feet of #floor area# for #accessory# office and storage space.