

History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulation

*Maximum Lot Coverage and
Setbacks*

*Preservation and Restoration
of Cultural Artifacts*

Signs

Three Story Buildings

*Landscaping Within and
Around Parking Lots*

Fences

Questions/Comments

Conclusion



November 29, 2017

History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulation

Maximum Lot Coverage and

Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion



November 29, 2017

Village of Cold Spring Comprehensive Plan

December 7, 2011 Adopted January 10, 2012



Special Board Members:

Michael J. Armstrong, Chair
Anne E. Impellizzeri, Vice Chair
Marie Early, Secretary
Cathryn Fadde, Treasurer
Karen L. Doyle
Stephanie Hawkins
Anthony Phillips
Michael D. Reisman
Richard Weissbrod

Village Board Members:

Seth Gallagher, Mayor
Bruce D. Campbell, Trustee
J. Ralph Falloon, Trustee
Charles Hustis, III, Trustee
Airinhos Serradas, Trustee

The Village of Cold Spring received financial assistance for this work from the Hudson River Valley Greenway and from the New York State Department of State Division of Coastal Resources with funds provided under Title 11 of the Environmental Protection Fund.

November 29, 2017

V I L L A G E O F C O L D S P R I N G

LOCAL WATERFRONT REVITALIZATION PROGRAM



November 29, 2017

History of CUC

 Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

Use

- Permitted Use Standards;
- Evaluate Restricting Main Street Shop Front Buildings to Commercial Uses
- Home Occupation Standards
- Evaluate Accessory Building Standards
- Evaluate Accessory Apartment Standards
- Detached Garage Standards
- Livable Floor Area Standards
- Evaluate Overnight Accommodation Standards
- Evaluate Waterfront Recreation Standards
- Parking Standards

Appearances

- Area and Bulk Regulation Standards;
- Maximum Lot Coverage and Setbacks Standards
- Standards for the Preservation and Restoration of Cultural Artifacts
- Sign Standards
- Standards for Three Story Buildings
- Landscaping Within and Around Parking Lot Standards
- Fence Standards

Environment

- Outdoor Lighting Standards
- Evaluate Steep Slope Standards
- Evaluate Flooding Standards
- Evaluate Adopting a Ridgeline Protection Overlay District
- Green Building Standards

Procedures

- Evaluate Permitting Conservation Easements/Façade Easements
- Evaluate Outright Demolition of Existing Structures
- Evaluate Permitting Conservation Subdivisions
- Amend Subdivision Regulations
- Evaluate Adopting Waterfront Consistency Review Law.

Consistency and Clarity

- Amend the Village Code for Clarity and Consistency; and
- Revise the Zoning Map to include new zoning districts and revised boundaries for existing zoning districts based on the recommendations of the Village's existing Comprehensive Plan and the Local Waterfront Revitalization Program.

History of CUC

Scope of Work - All Topics

👉 Topics for this Meeting

Area and Bulk Regulations

*Maximum Lot Coverage and
Setbacks*

*Preservation and Restoration
of Cultural Artifacts*

Signs

Three Story Buildings

*Landscaping Within and
Around Parking Lots*

Fences

Questions/Comments

Conclusion

Topics for This Meeting

- *Area and Bulk Regulations*
- *Maximum Lot Coverage and Setbacks*
- *Preservation and Restoration of
Cultural Artifacts*
- *Signs*
- *Three Story Buildings*
- *Landscaping Within and Around
Parking Lots*
- *Fences*

November 29, 2017

History of CUC

Scope of Work - All Topics

Topics for this Meeting

☞ *Area and Bulk Regulations*

☞ *Maximum Lot Coverage*

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

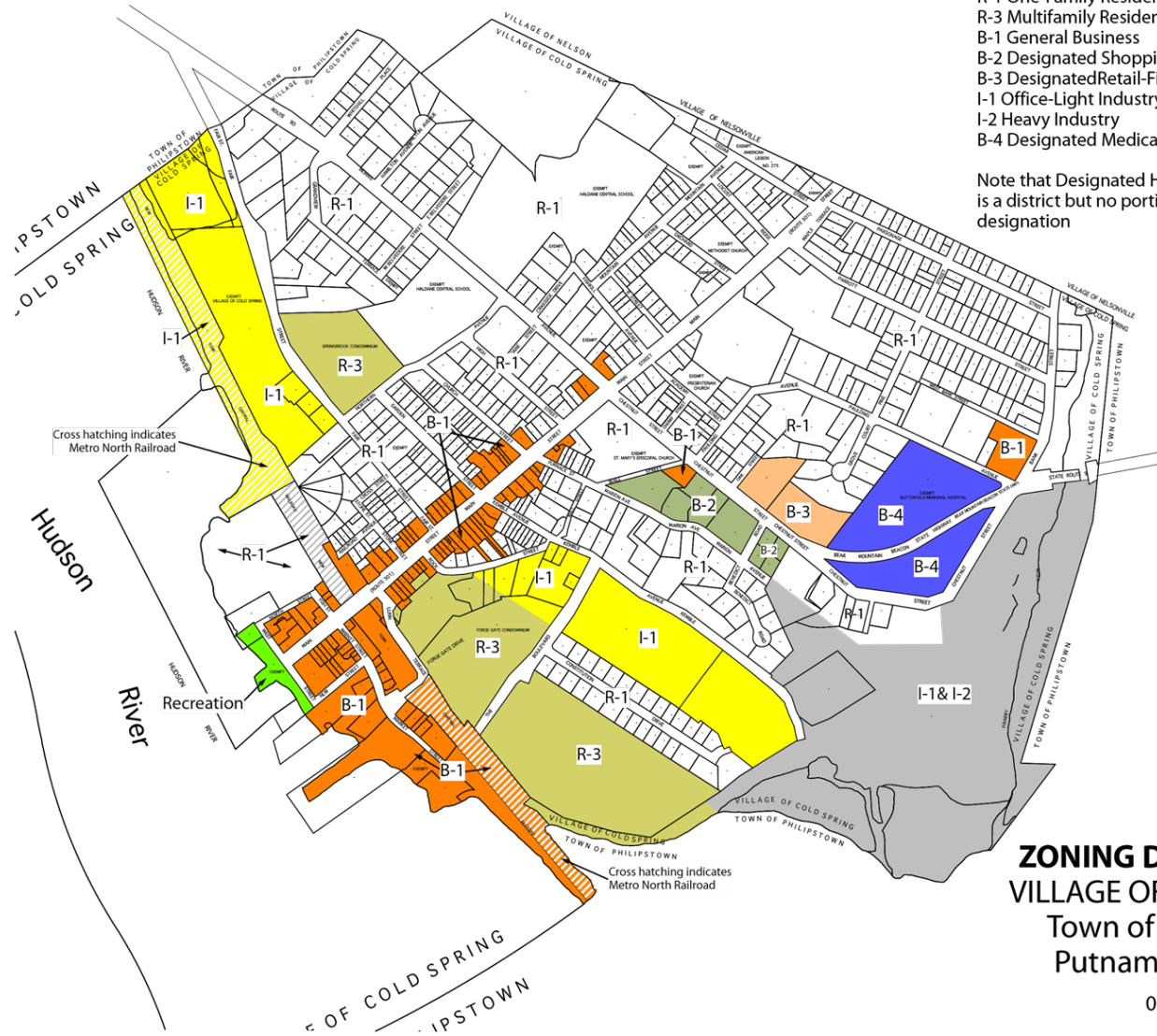
Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion



History of CUC

Scope of Work - All Topics

Topics for this Meeting

☞ *Area and Bulk Regulations*

☞ *Maximum Lot Coverage*

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Retain current requirements for lot area, width, depth and side yard in R-1

WHY

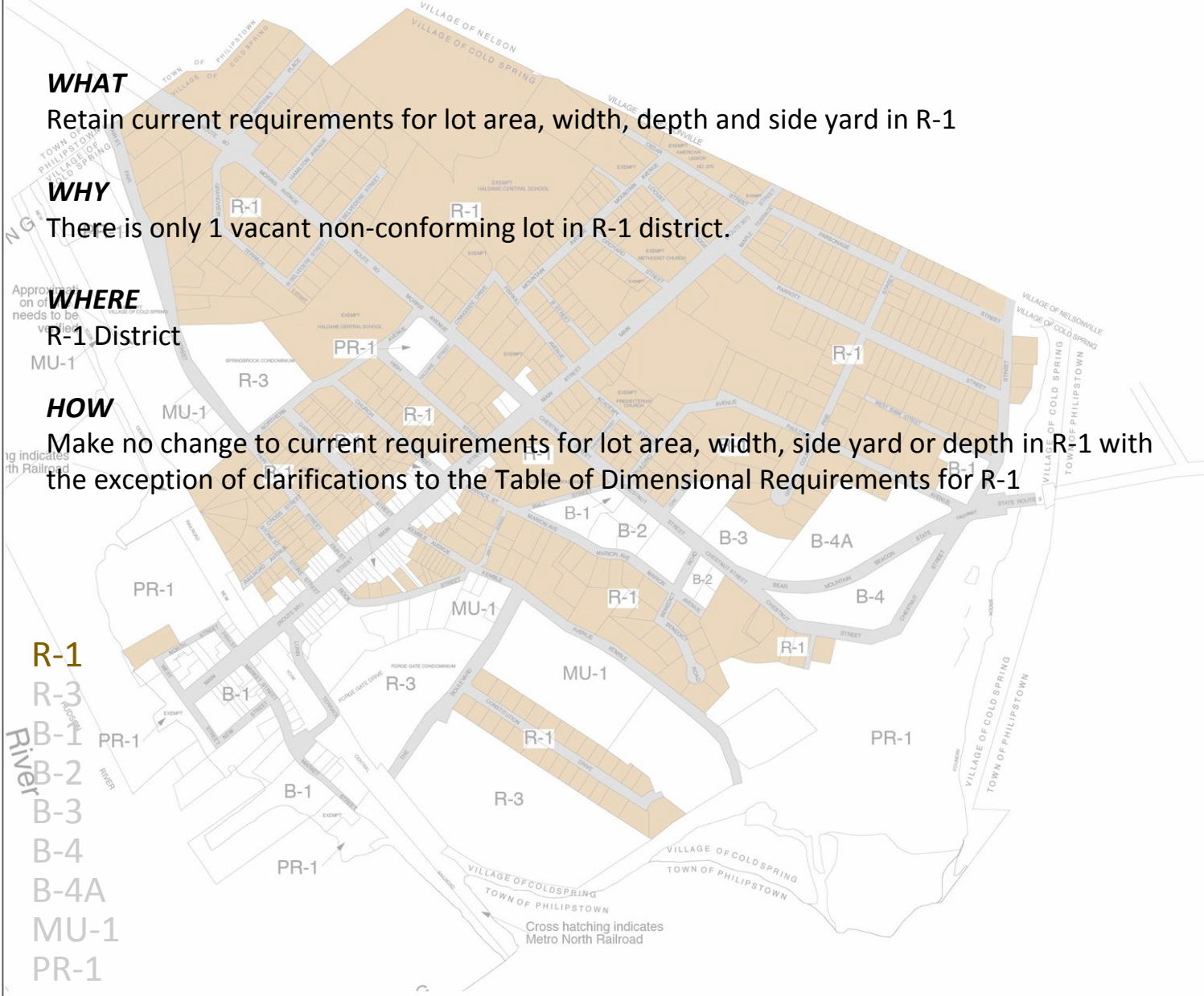
There is only 1 vacant non-conforming lot in R-1 district.

WHERE

R-1 District

HOW

Make no change to current requirements for lot area, width, side yard or depth in R-1 with the exception of clarifications to the Table of Dimensional Requirements for R-1



R-1

R-3

B-1

B-2

B-3

B-4

B-4A

MU-1

PR-1

Cold Spring River

Cross hatching indicates Metro North Railroad

History of CUC

Scope of Work - All Topics

Topics for this Meeting

➤ Area and Bulk Regulations

➤ Maximum Lot Coverage and Setbacks

Preservation and Restoration of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT
Changes to Districts

WHY
The current Table of Dimensional Requirements is a summary of all Area and Bulk, Lot Coverages, Setbacks and other relevant information necessary for the public, Code Enforcement and the Boards to make determinations about Zoning Code compliance.

WHERE
The Table of Dimensional Requirements is located at the back of Chapter 134.

HOW
Update the Table of Dimensional Requirements to reflect proposed changes.

🔗 *Area and Bulk Regulations*

🔗 *Maximum Lot Coverage*

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

PROPOSED CHANGES IN RED

Village of Cold Spring: Table of Dimensional Requirements													
08.02.17													
Zoning District	Minimum Required									Maximum Dimension			
	Lot Area (Sq. Ft.)	Lot Shape	Lot Width (Feet)	Lot Depth (Feet)	Front Yard (Feet) Setback	One Side yard (Feet) Setback	Total both side yard (Feet) Setbacks	Rear Yard (Feet) Setback	Liveabl e Floor Area Per Unit	Buildin g Height Stories	Building Height (Feet)	Building Length (Feet)	Building % of Lot Coverage For all structures combined
R-1 One Family Residential	7,500	50'-X-50'- square in- 50% of lot	75	75	25	10 *J	20 *H	20'	600	2 1/2	35	NA	30
R-3 Multifamily Residential	27,000 *(A)	NA	100	200	25	12	30	30	600	2 1/2	35	180	25
B-1 General Business	10,000	30'-X-40'- rectangle- in 50% of lot	50	150	40 *G	5	10	10	600	2.5 3 *F	35 40 *F	NA	35
B-2 Designated Shopping	40,000	NA	200	200	60 10	*B	*B	30	NA	2 1/2	35	NA	30
B-3 Designated Retail- Financial-Professional	40,000	NA	200	200	60 10 Minimum	*B	*B	30	NA	2 1/2	35	NA	35
B-4 Designated Medical & Health Care Facility	60,000	NA	200	200	*C	*C	*C	*C	NA	2 1/2	35	NA	25
B-4 Designated Medical & Health Care Facility- Senior Citizen Housing	3 Acre, *D	NA	80	100	25	12	30	30	NA	2 1/2	35	NA	25
B-4A Designated Medical & Health Care Facility Mixed Use	120,000	NA	200	200	*E	10	25	10	NA	2 1/2	35	NA	25
Designated Hotel Historic- Recreational		See Section 124-14 for dimensional requirements. Note that no portion of the Village has this designation.											
Recreation		NA		The code has no dimensional requirements for this district									
I-1 Office Light Industry	40,000	NA	100	150	50	25	50	30		2-1/2	35	NA	35
I-2 Heavy Industry	40,000	NA	100	150	50	25	50	30		2-1/2	35	NA	35
PR Parks & Recreation	1,000	NA	20	20	5	5	10	10	NA	1	16	NA	1
MU-1 Mixed Use *K	10,000		75	100	5	5	10	30	600?	2 1/2	35	NA	*L

History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage
and Setbacks

Preservation and Restoration
of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Lot shape is addressed in the current code in Both R-1 and B-1 Districts by requiring that in the case of R-1, a 50' x 50' square fit in 50% of the lot and in that of B-1 that a 30' x 40' rectangle fit in 50% of the lot.

WHY

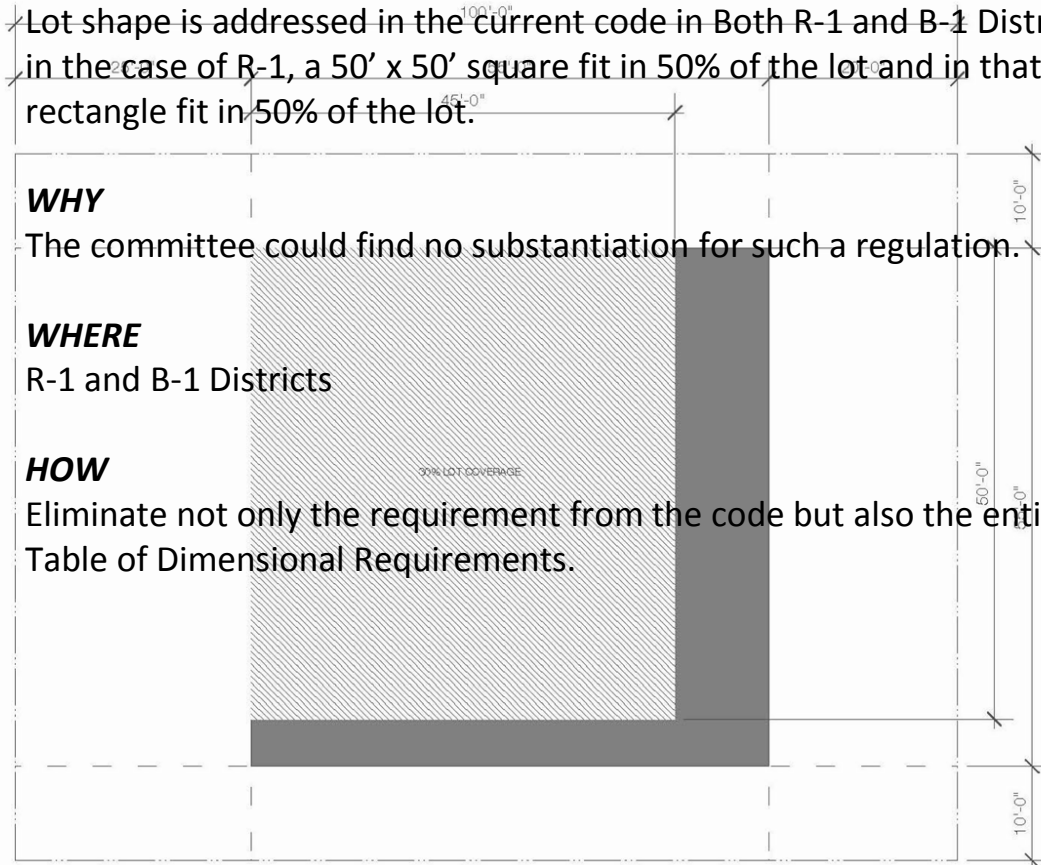
The committee could find no substantiation for such a regulation.

WHERE

R-1 and B-1 Districts

HOW

Eliminate not only the requirement from the code but also the entire column from the Table of Dimensional Requirements.



1 TYPICAL R-1 LOT
Scale: 1/16" = 1'-0"

LOT COVERAGE
AREA WITHIN SET BACKS

History of CUC

Scope of Work - All Topics

Topics for this Meeting

☞ Area and Bulk Regulations

☞ Maximum Lot Coverage

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Retain current requirements for lot area, width, depth and side yard in R-3

WHY

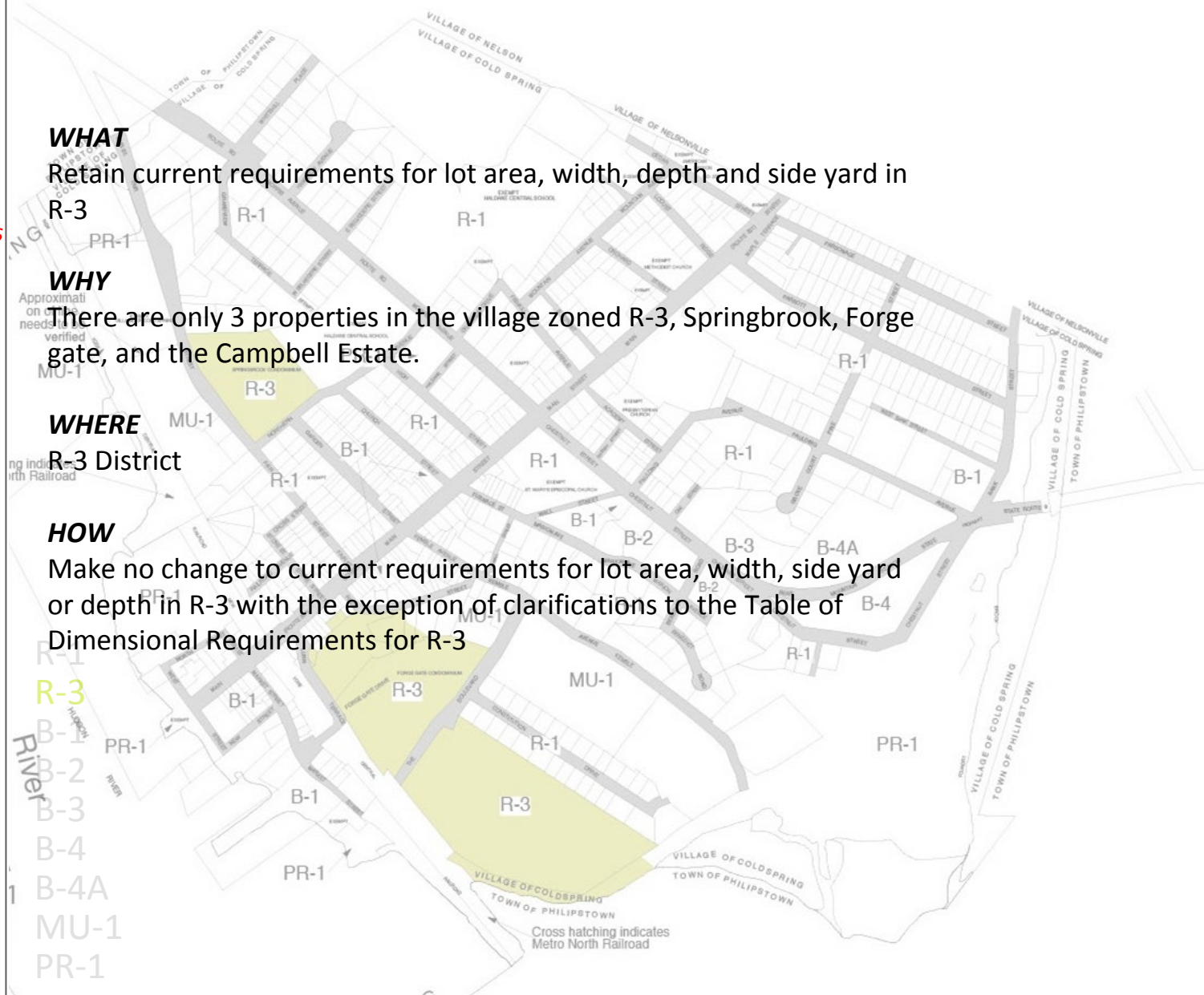
There are only 3 properties in the village zoned R-3, Springbrook, Forge gate, and the Campbell Estate.

WHERE

R-3 District

HOW

Make no change to current requirements for lot area, width, side yard or depth in R-3 with the exception of clarifications to the Table of Dimensional Requirements for R-3



History of CUC

Scope of Work - All Topics

Topics for this Meeting

🔗 Area and Bulk Regulations

🔗 Maximum Lot Coverage

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

The current front yard setback of 40 feet is not characteristic of the district along Main Street.

WHY

In order to preserve and reinforce the street facade plane.

WHERE

Only in the B-1 District along Main Street.

HOW

Reduce the front yard set back to zero (0) feet.

R-1

R-3

B-1

B-2

B-3

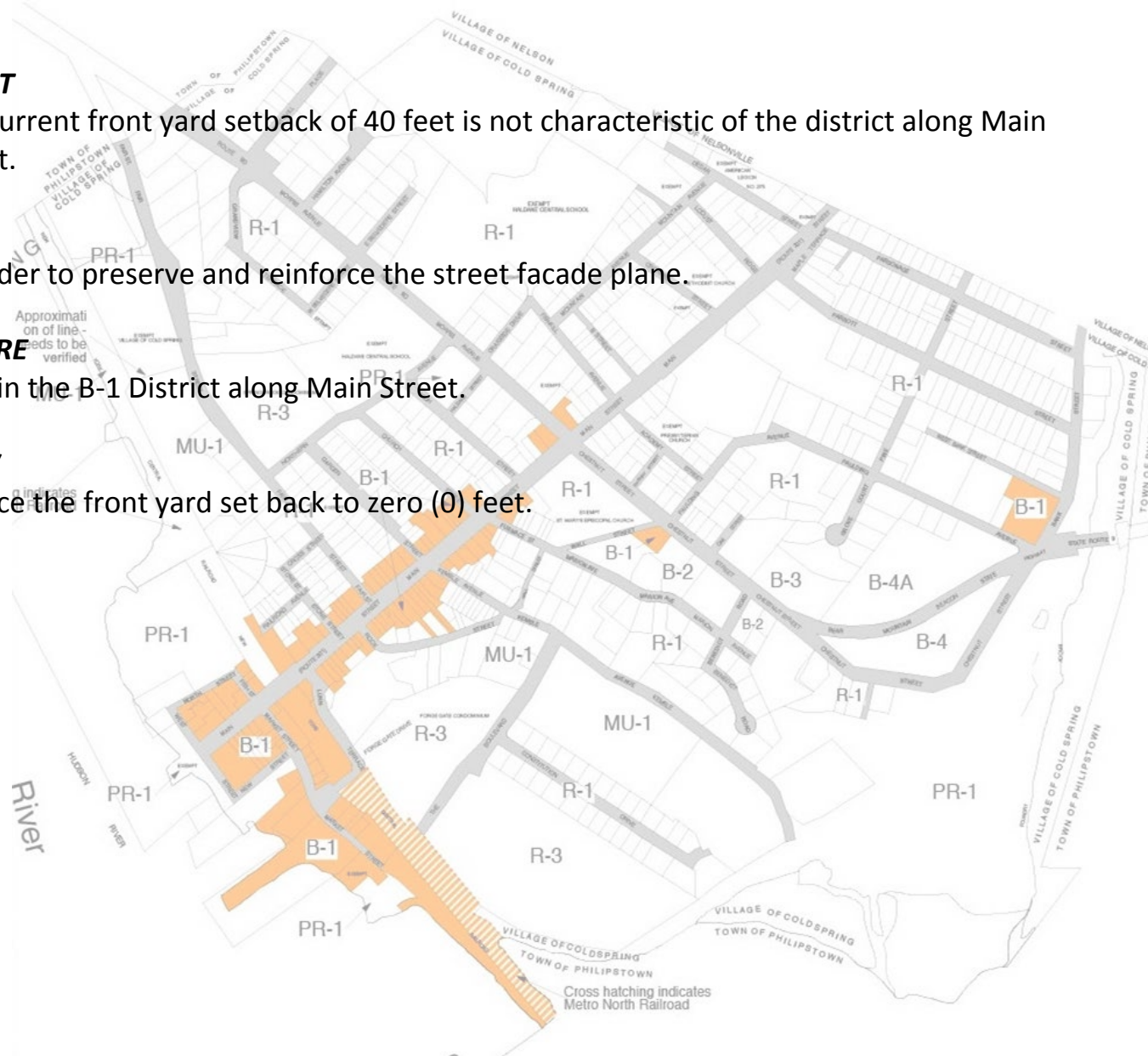
B-4

B-4A

MU-1

PR-1

River



History of CUC

Scope of Work - All Topics

Topics for this Meeting

👉 Area and Bulk Regulations

👉 Maximum Lot Coverage

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Setbacks in B-2 (Foodtown and Yannitelli's), and B-3 (M&T Bank and The Nest) Districts

WHY

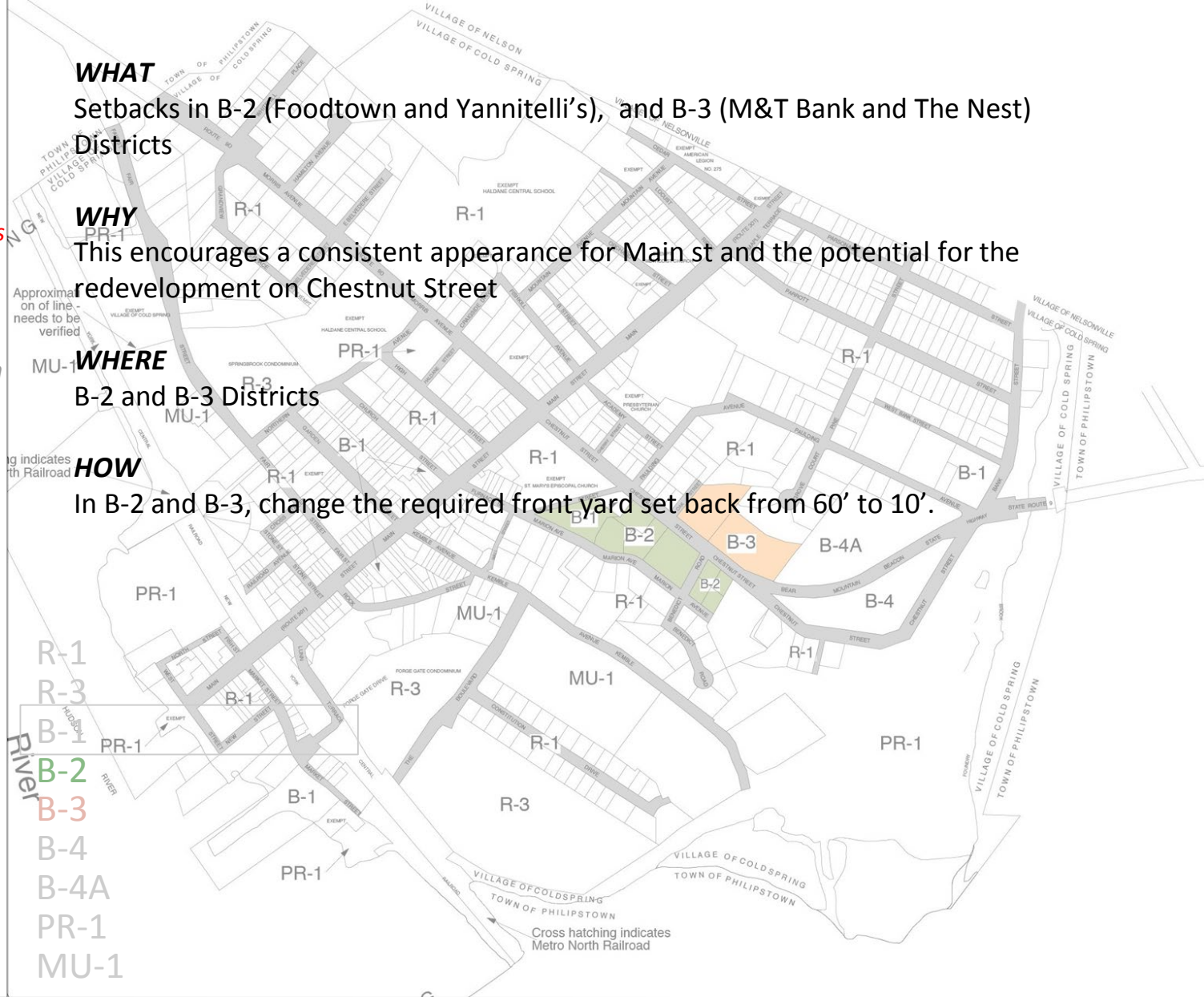
This encourages a consistent appearance for Main st and the potential for the redevelopment on Chestnut Street

WHERE

B-2 and B-3 Districts

HOW

In B-2 and B-3, change the required front yard set back from 60' to 10'.



History of CUC

Scope of Work - All Topics

Topics for this Meeting

☞ *Area and Bulk Regulations*

☞ *Maximum Lot Coverage*

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

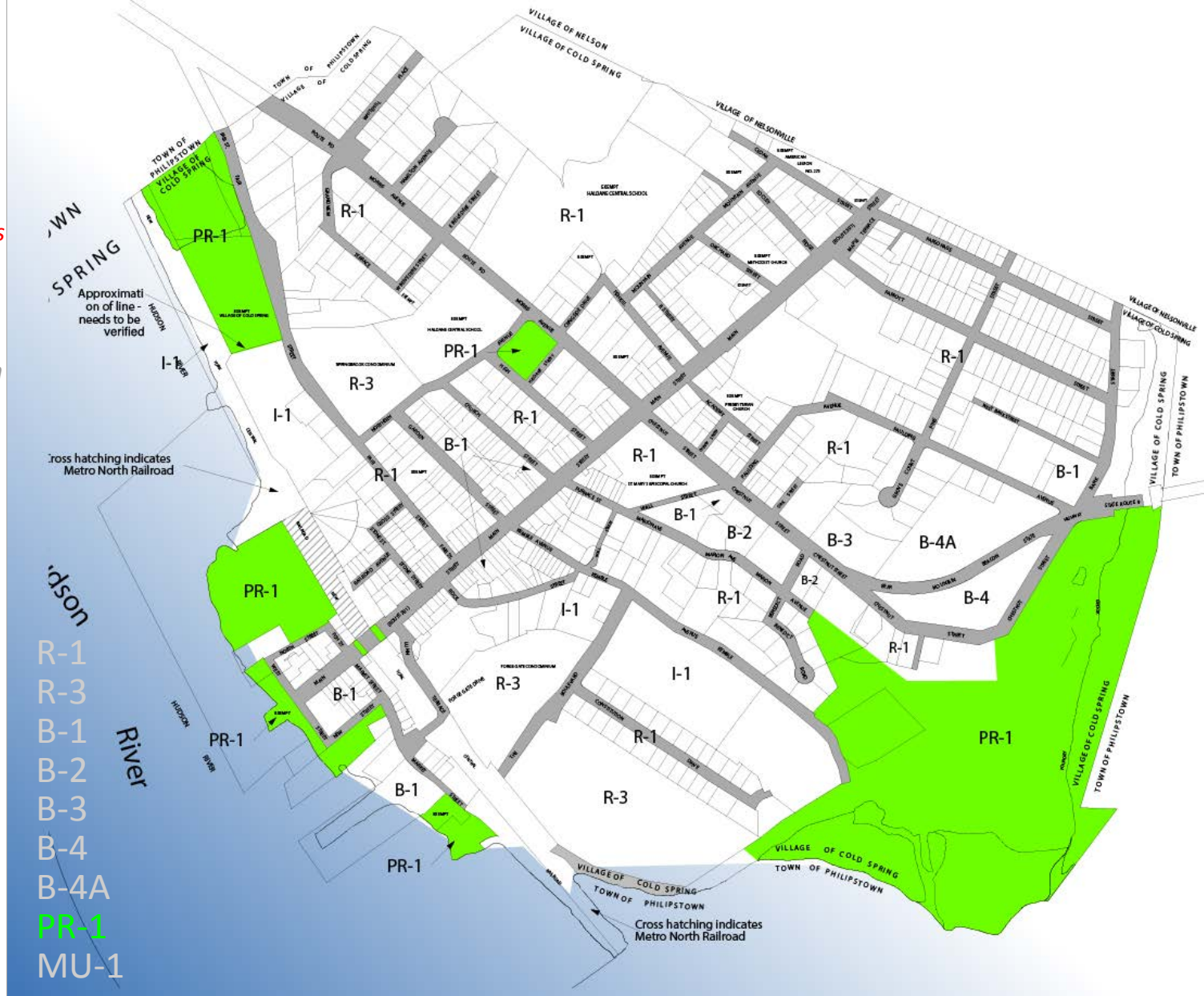
Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion



R-1
R-3
B-1
B-2
B-3
B-4
B-4A
PR-1
MU-1

Hudson River

TOWN OF PHILIPSTOWN
VILLAGE OF COLD SPRING

Approximation of line - needs to be verified

Cross hatching indicates Metro North Railroad

Cross hatching indicates Metro North Railroad

VILLAGE OF COLD SPRING
TOWN OF PHILIPSTOWN

History of CUC

Scope of Work - All Topics

Topics for this Meeting

👉 Area and Bulk Regulations

👉 Maximum Lot Coverage

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

A newly designated district, PR-1 has been created.

WHY

Parks both large and small can be valuable to the community and while facilities are desirable, large structures may not be.

WHERE

PR-1 includes Mayors Park, Dockside, the Dock and Boat Club, the area including Foundry Dock Cove and the Chapel Restoration as well as Tots Park and the largest, West Point Foundry Park.

HOW

Permitting parks to be as small as 100 square feet allows for smaller areas of green within the Village and limiting the lot coverage to 1% allows for facilities and not major structures, helping to preserve open area where it is needed. B-4

R-1

R-3

B-1

B-2

B-3

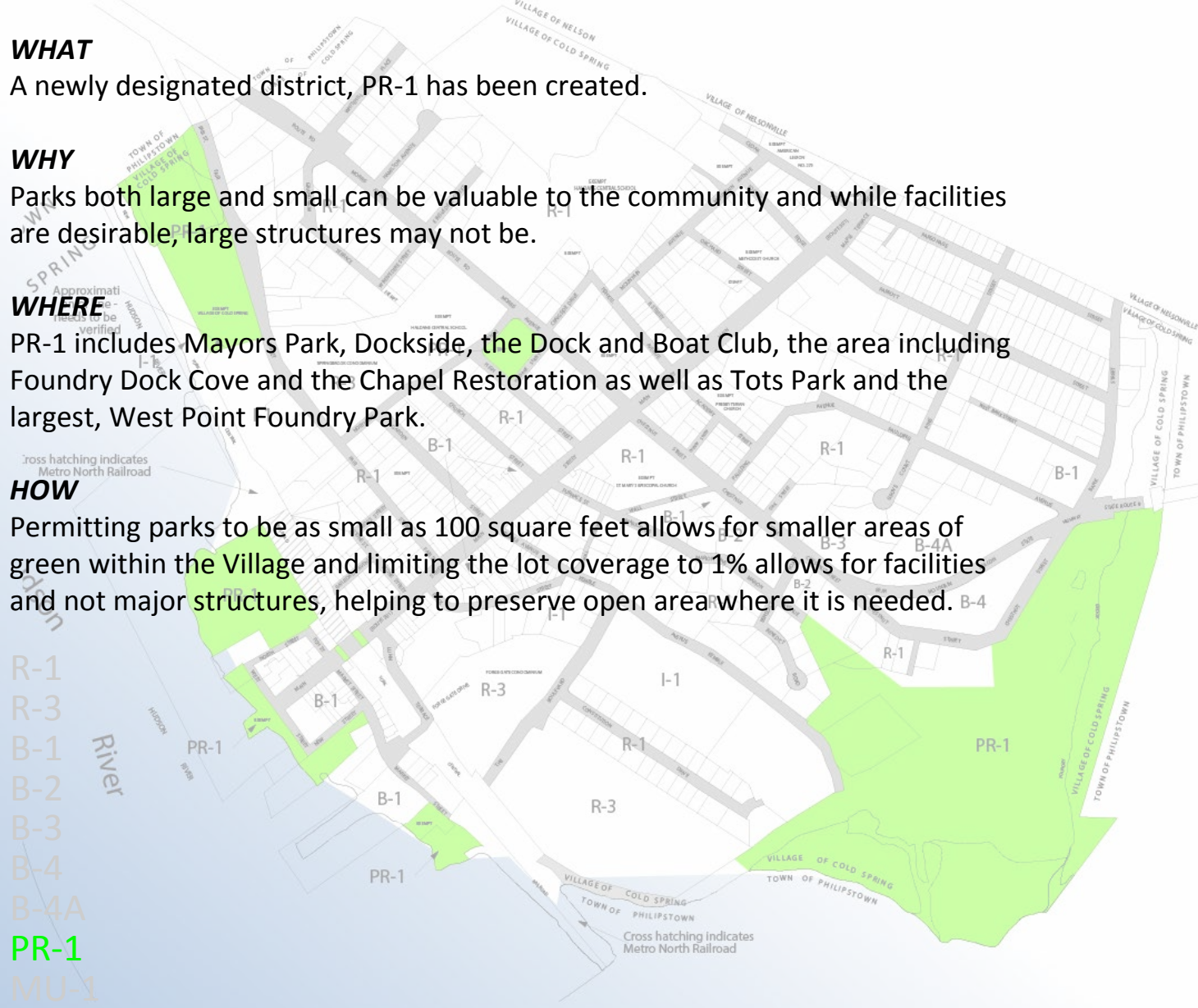
B-4

B-4A

PR-1

MU-1

River



History of CUC

Scope of Work - All Topics

Topics for this Meeting

👉 Area and Bulk Regulations

👉 Maximum Lot Coverage

and Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Newly proposed district MU-1 in keeping with the Comprehensive Plan

WHY

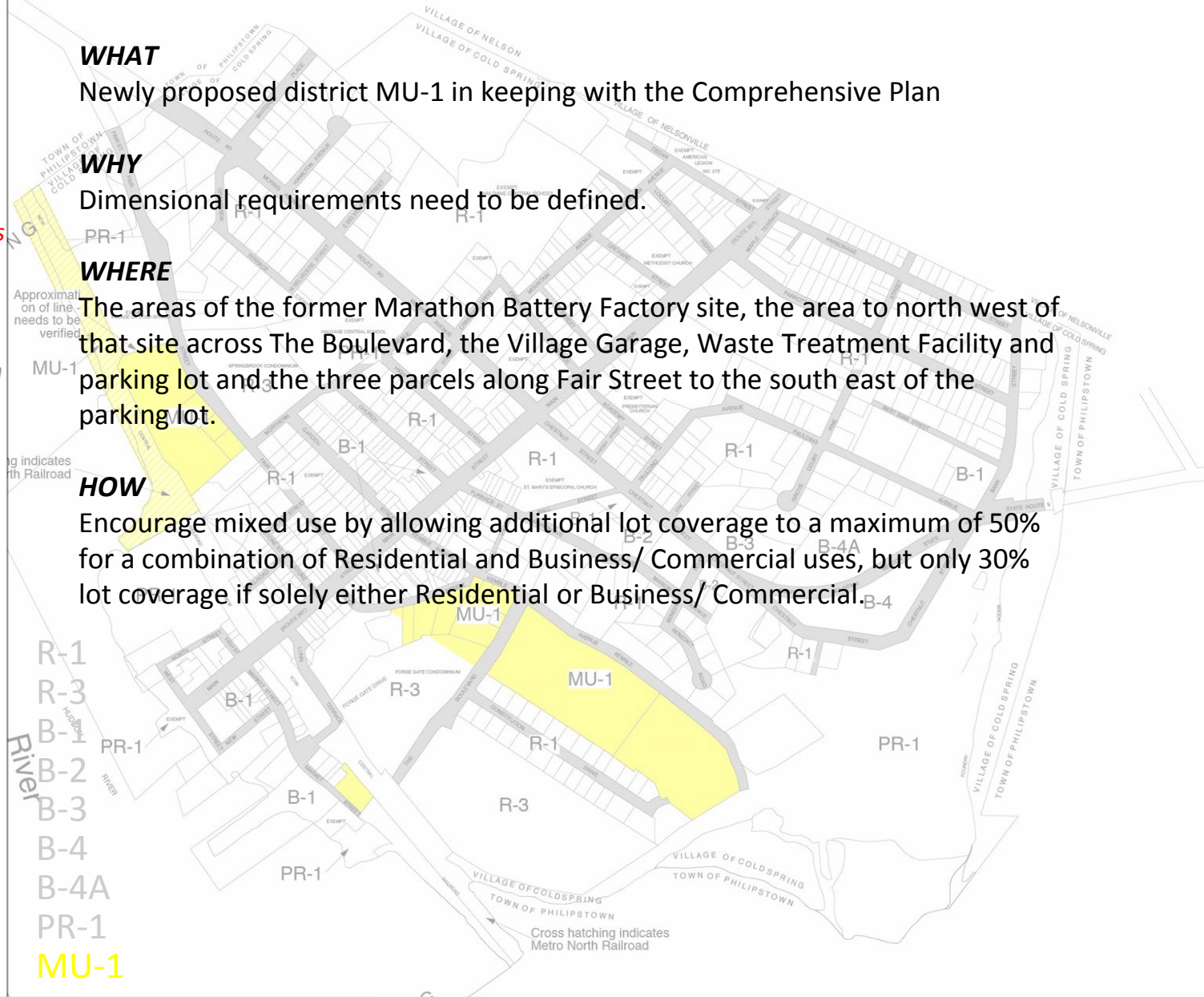
Dimensional requirements need to be defined.

WHERE

The areas of the former Marathon Battery Factory site, the area to north west of that site across The Boulevard, the Village Garage, Waste Treatment Facility and parking lot and the three parcels along Fair Street to the south east of the parking lot.

HOW

Encourage mixed use by allowing additional lot coverage to a maximum of 50% for a combination of Residential and Business/ Commercial uses, but only 30% lot coverage if solely either Residential or Business/ Commercial.



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

🔗 Preservation and

Restoration of Cultural

Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Cultural Artifacts that have endured for 30 years or more should be protected and preserved. A Cultural Artifact is a meaningful, human-made historical physical feature, monument or element which is not otherwise protected.

WHY

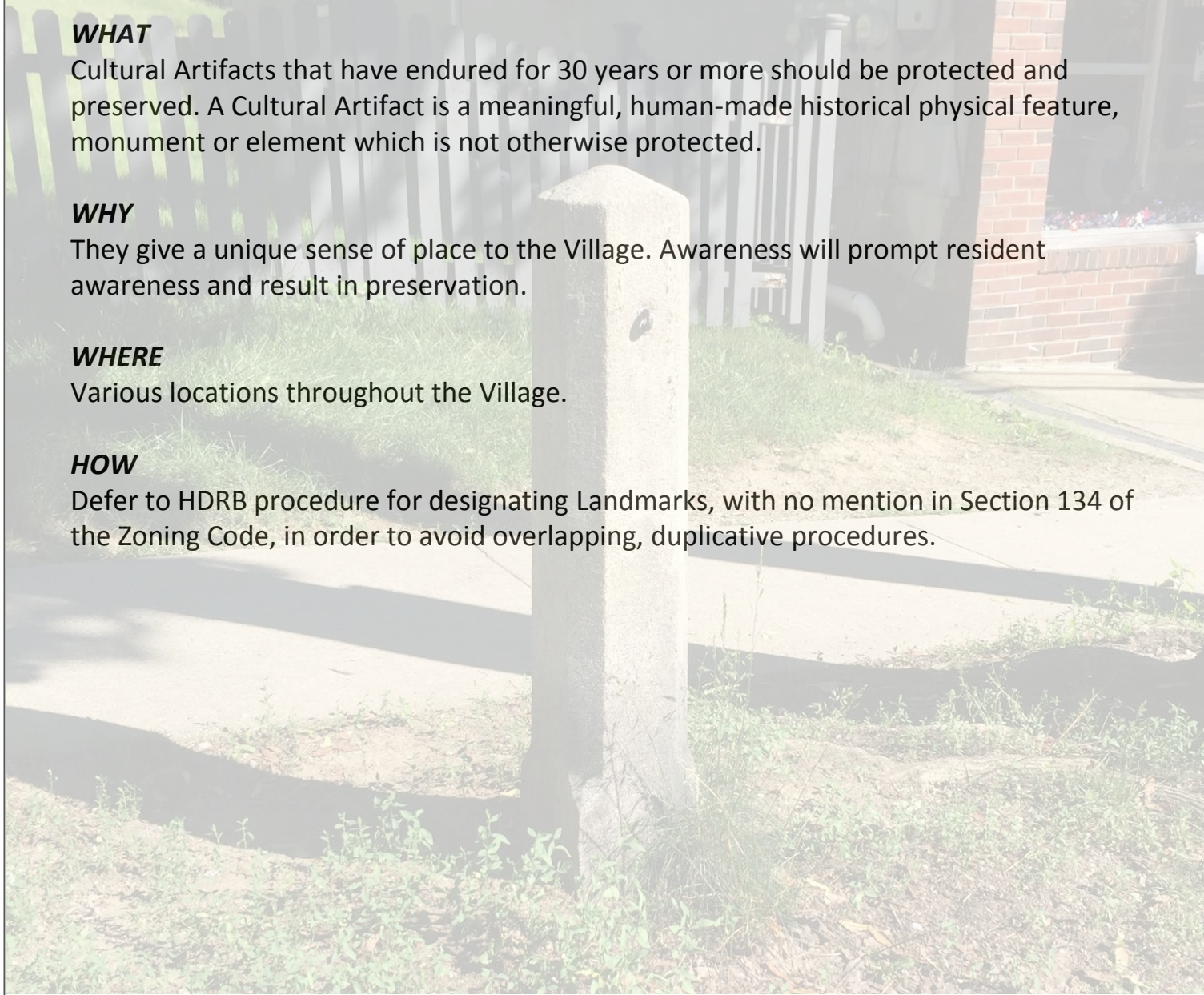
They give a unique sense of place to the Village. Awareness will prompt resident awareness and result in preservation.

WHERE

Various locations throughout the Village.

HOW

Defer to HDRB procedure for designating Landmarks, with no mention in Section 134 of the Zoning Code, in order to avoid overlapping, duplicative procedures.



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

*🔗 Preservation and
Restoration of Cultural
Artifacts*

Signs

Three Story Buildings

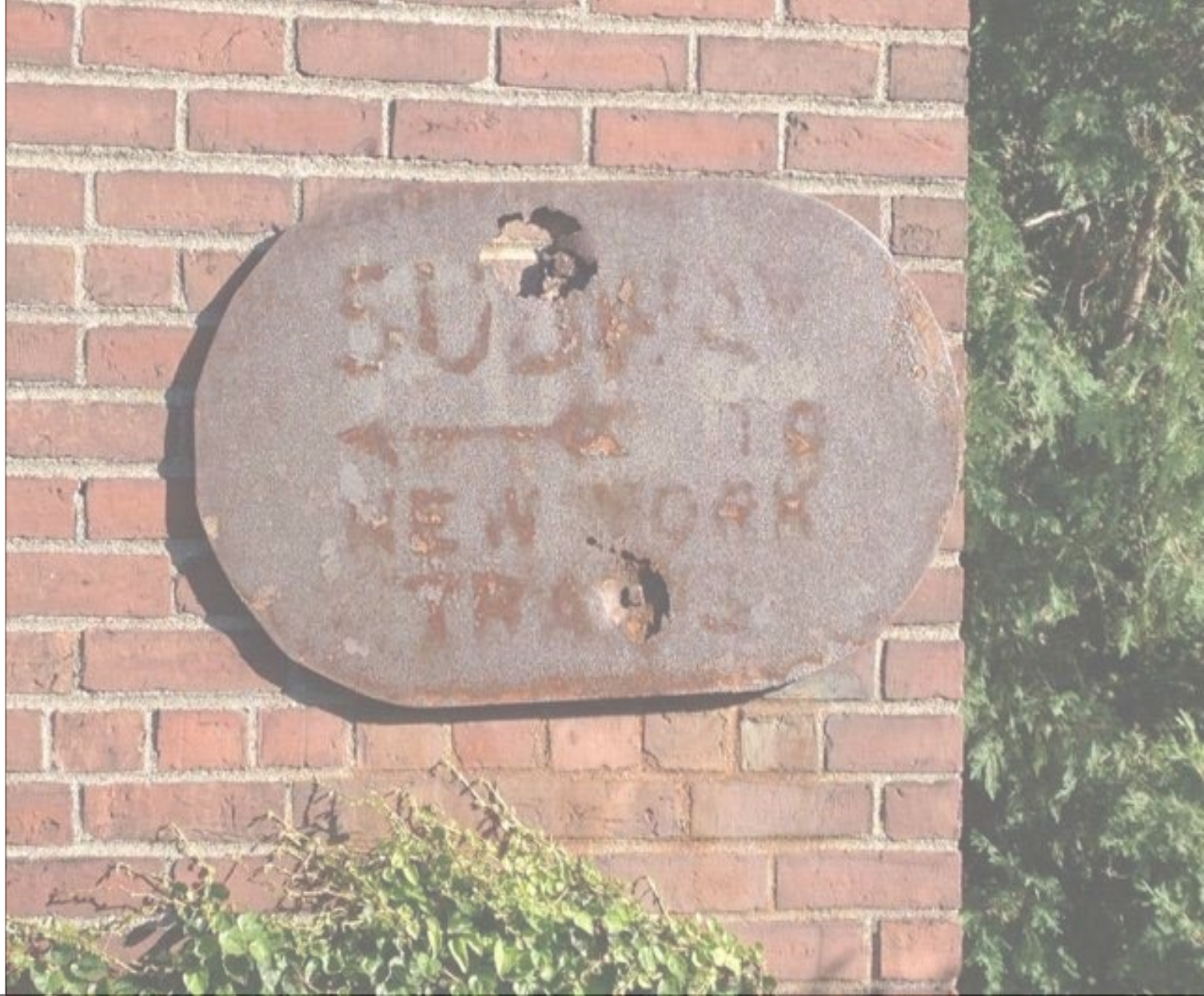
Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

*Maximum Lot Coverage and
Setbacks*

*🔗 Preservation and
Restoration of Cultural
Artifacts*

Signs

Three Story Buildings

*Landscaping Within and
Around Parking Lots*

Fences

Questions/Comments

Conclusion



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

*👉 Preservation and
Restoration of Cultural
Artifacts*

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

Preservation and Restoration

of Cultural Artifacts

☞ Signs

Three Story Buildings

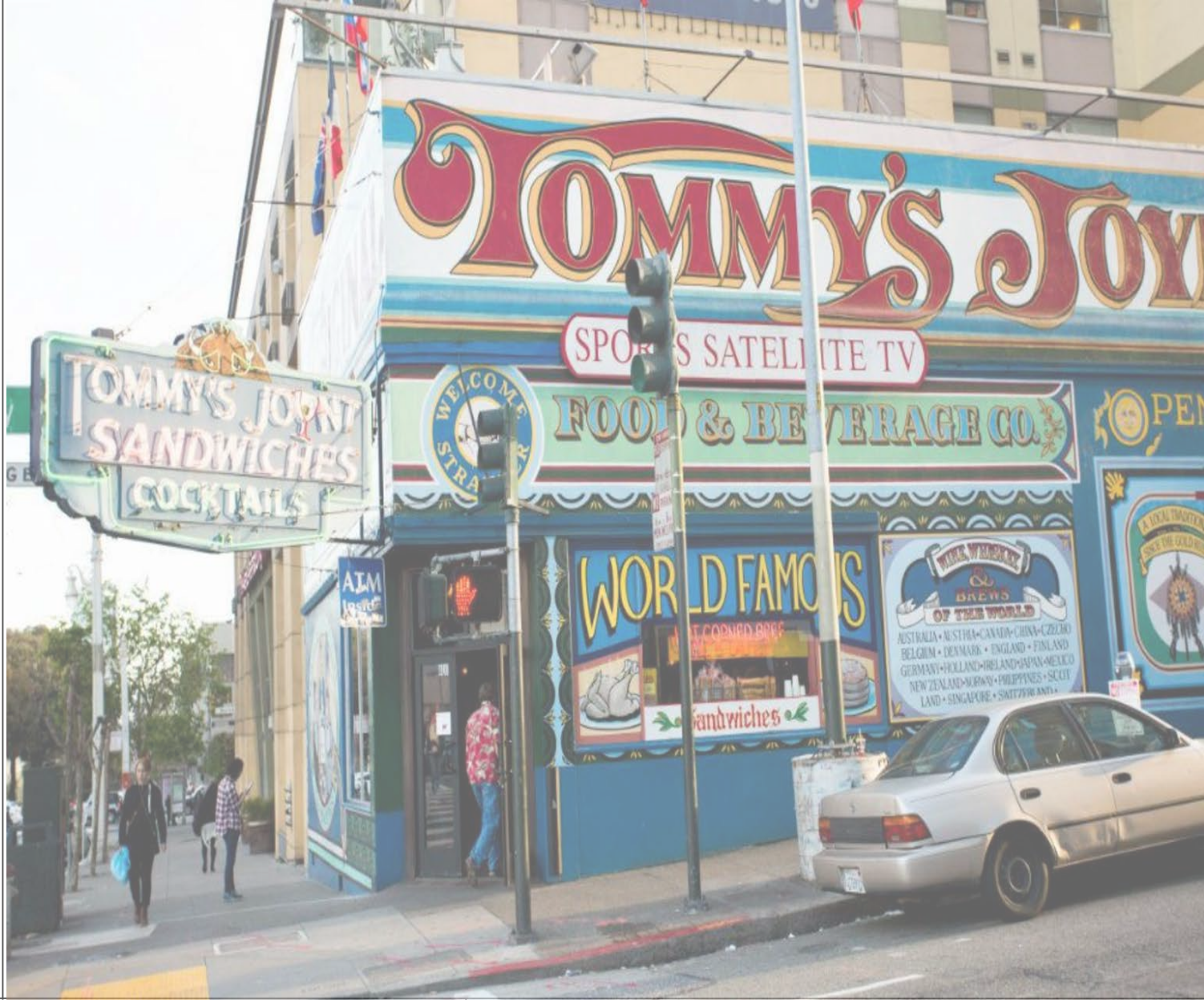
Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

Preservation and Restoration

of Cultural Artifacts

☞ Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Signs. Definition in Village Code - Any device for visual communication that is used for the purpose of bringing the subject thereof to the attention of the public..

WHY

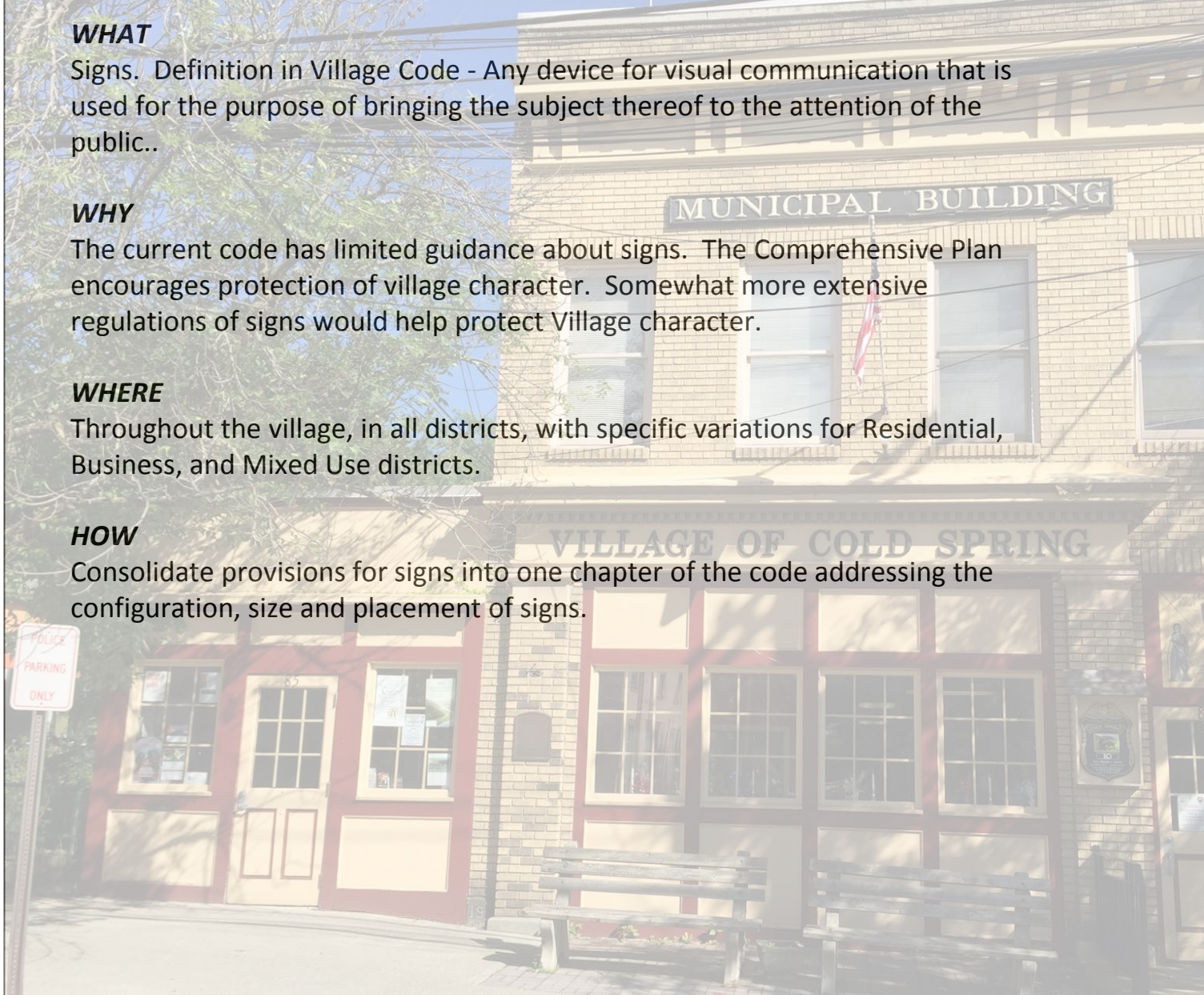
The current code has limited guidance about signs. The Comprehensive Plan encourages protection of village character. Somewhat more extensive regulations of signs would help protect Village character.

WHERE

Throughout the village, in all districts, with specific variations for Residential, Business, and Mixed Use districts.

HOW

Consolidate provisions for signs into one chapter of the code addressing the configuration, size and placement of signs.



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

*Preservation and Restoration
of Cultural Artifacts*

 **Signs**

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Awning signage

WHY

Provide guidance where none currently exists.

WHERE

Wherever awnings are used in business districts.

HOW

Awning lettering may contain names, numbers and graphics limited to the business or building name upon which the awning is located. Lettering may be placed on the front and/or side vertical band of the awnings, but not on the slope or side triangles, if any.



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

Preservation and Restoration

of Cultural Artifacts

👉 Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Limit allowable signage per building

WHY

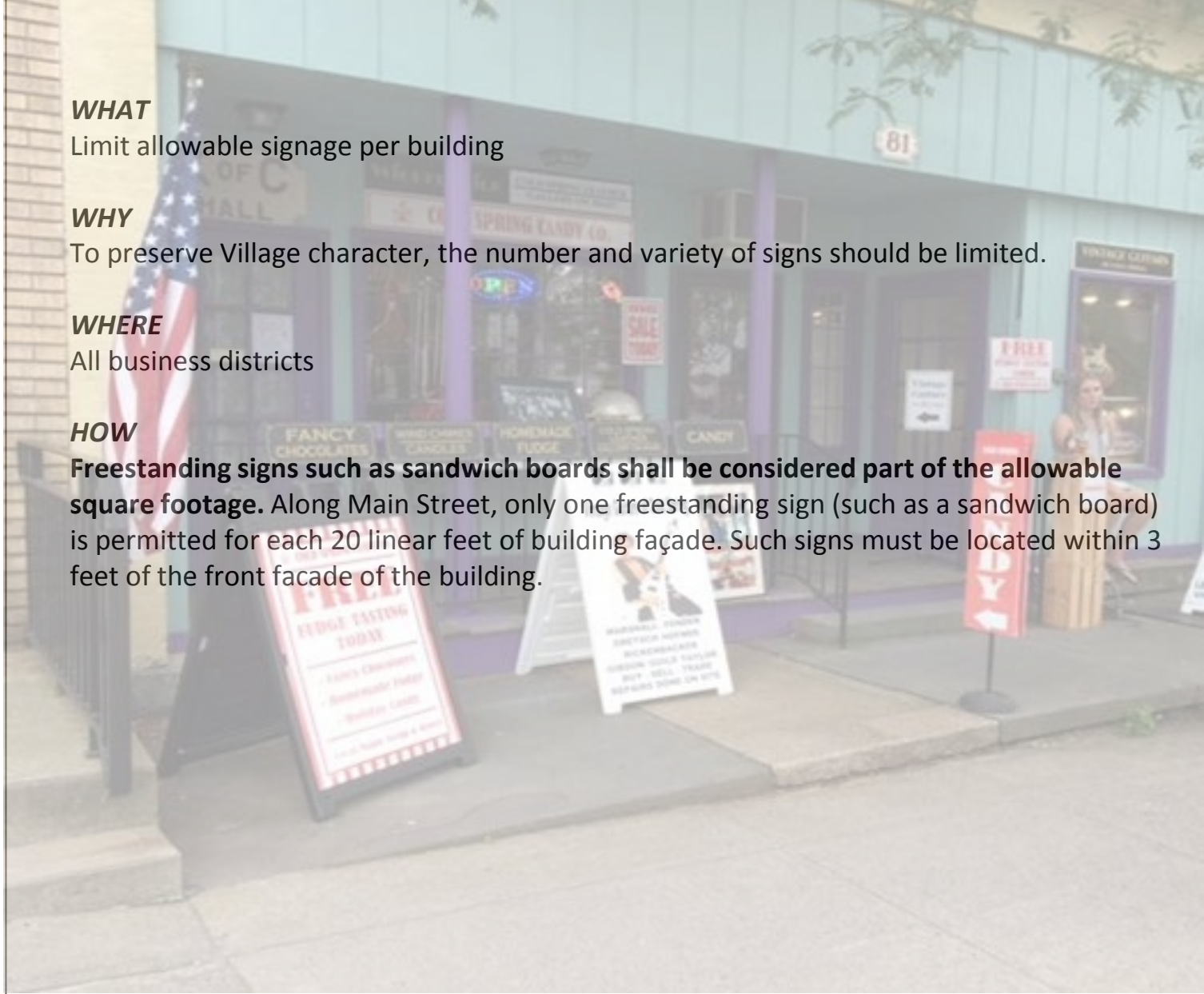
To preserve Village character, the number and variety of signs should be limited.

WHERE

All business districts

HOW

Freestanding signs such as sandwich boards shall be considered part of the allowable square footage. Along Main Street, only one freestanding sign (such as a sandwich board) is permitted for each 20 linear feet of building façade. Such signs must be located within 3 feet of the front facade of the building.



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

Preservation and Restoration
of Cultural Artifacts

Signs

📍 **Three Story Buildings**

Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

WHAT

Change permitted height to 3 stories on Main Street in B-1 District

WHY

Such change in the regulations give building owners an incentive to maintain and improve their property

WHERE

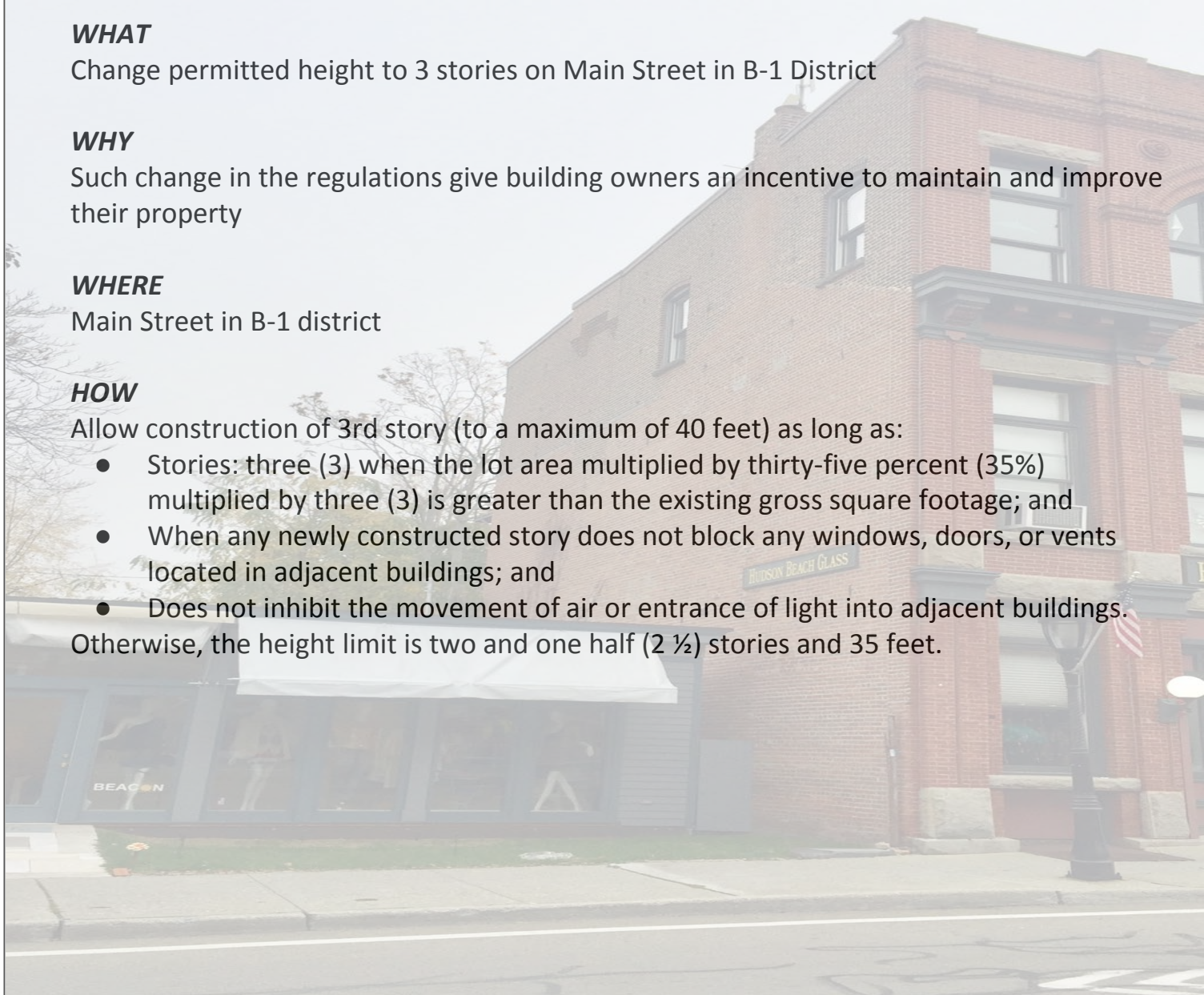
Main Street in B-1 district

HOW

Allow construction of 3rd story (to a maximum of 40 feet) as long as:

- Stories: three (3) when the lot area multiplied by thirty-five percent (35%) multiplied by three (3) is greater than the existing gross square footage; and
- When any newly constructed story does not block any windows, doors, or vents located in adjacent buildings; and
- Does not inhibit the movement of air or entrance of light into adjacent buildings.

Otherwise, the height limit is two and one half (2 ½) stories and 35 feet.



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

👉 Landscaping Within and

Around Parking Lots

Fences

Questions/Comments

Conclusion

What

Parking lots shall be landscaped using green infrastructure methods for improved appearance and storm water management.

Why

The Village resolved to manage stormwater runoff and encourage the use of green infrastructure practices. The Comprehensive Plan calls for planting of street trees and rain gardens, and a reduction of impervious surfaces throughout the Village.

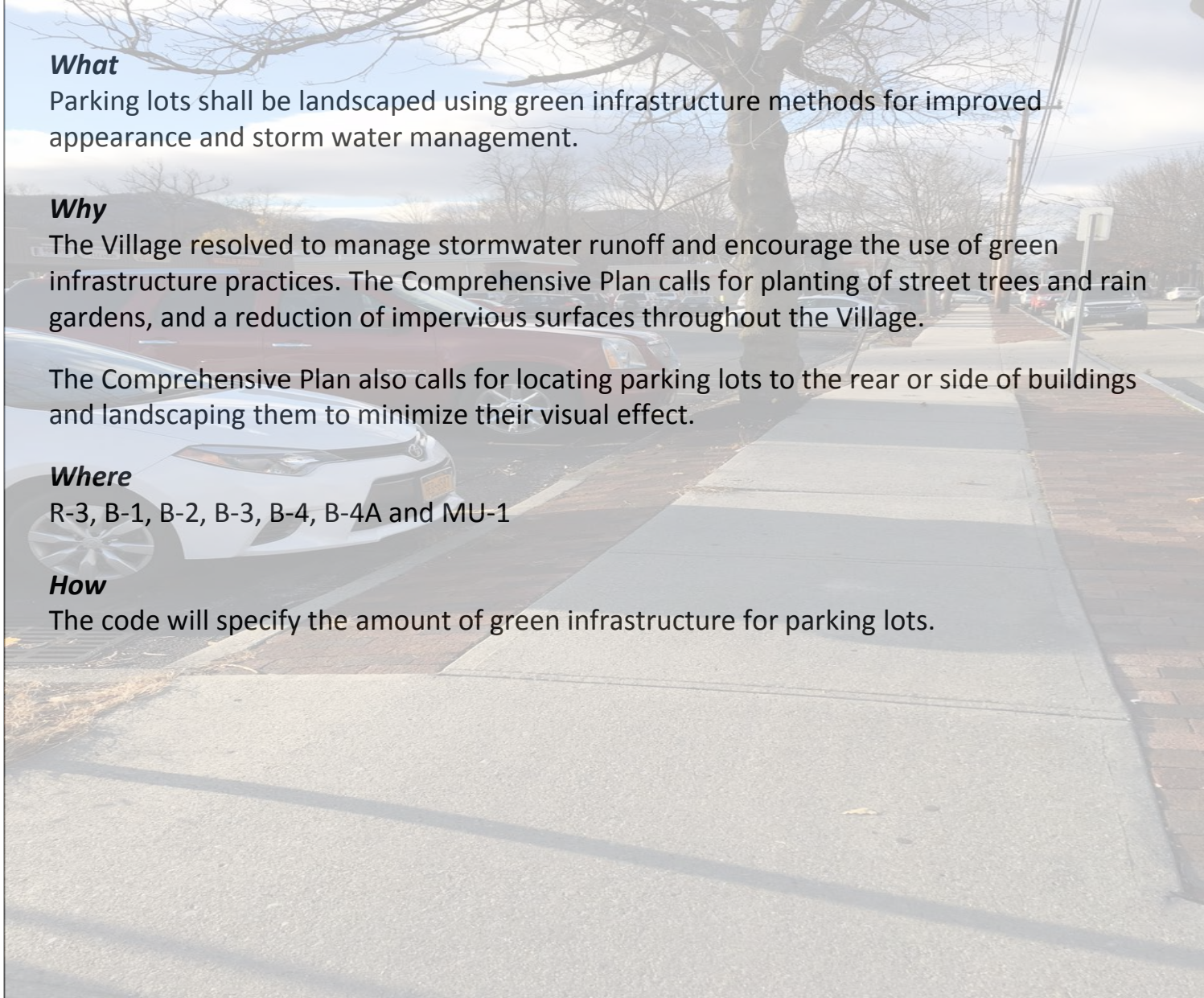
The Comprehensive Plan also calls for locating parking lots to the rear or side of buildings and landscaping them to minimize their visual effect.

Where

R-3, B-1, B-2, B-3, B-4, B-4A and MU-1

How

The code will specify the amount of green infrastructure for parking lots.



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

*Preservation and Restoration
of Cultural Artifacts*

Signs

Three Story Buildings

***☞ Landscaping Within and
Around Parking Lots***

Fences

Questions/Comments

Conclusion



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

👉 Landscaping Within and
Around Parking Lots

Fences

Questions/Comments

Conclusion

Less than 15 spaces	15 or more spaces
1 tree per every 7 spaces	1 tree per every 5 spaces
Up to 100% of required trees can be located within the buffer perimeter	Up to 35% of required trees can be located within the perimeter
	Every 15 spaces must be divided by a landscaped island, e.g. either in between every 15 spaces in a continuous aisle or running between facing aisles

2) A 2' wide buffer perimeter of 3' minimum height that shall be landscaped and permanently maintained (allowing for visibility) with salt-tolerant ground cover, shrubs and trees; and

3) A swale, or similar green infrastructure method, adequate to manage storm-water pollution prevention. (See Green Infrastructure and Trees for Tribes Presentation to the Village of Cold Spring, March 24, 2011, by Emily Vail and Beth Roessler, *See also* New York State Stormwater Management Design Manual at http://www.dec.ny.gov/docs/water_pdf/swdm2015chptr05.pdf)

History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

Maximum Lot Coverage and

Setbacks

Preservation and Restoration

of Cultural Artifacts

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

 **Fences**

Questions/Comments

Conclusion

What

Permissible Height of Fences in Residential Districts (Zoning Code Section 134-17(D)).

Why

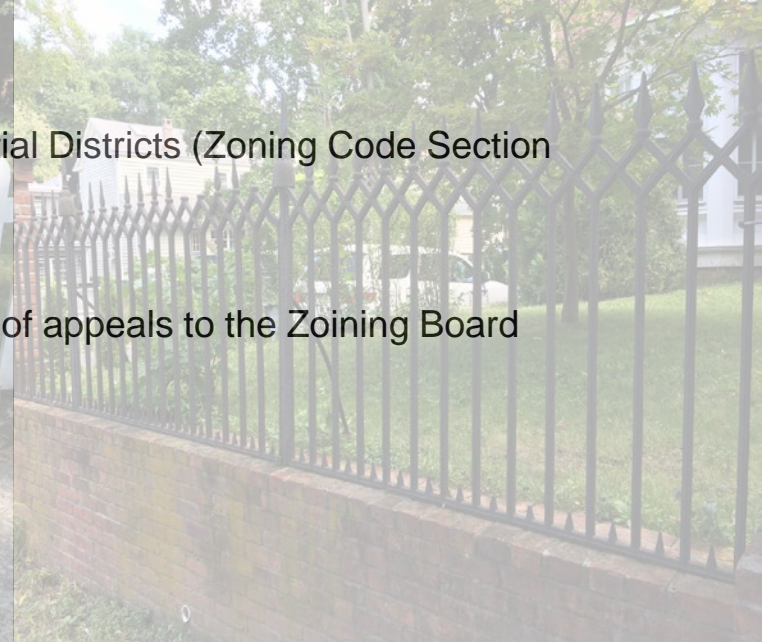
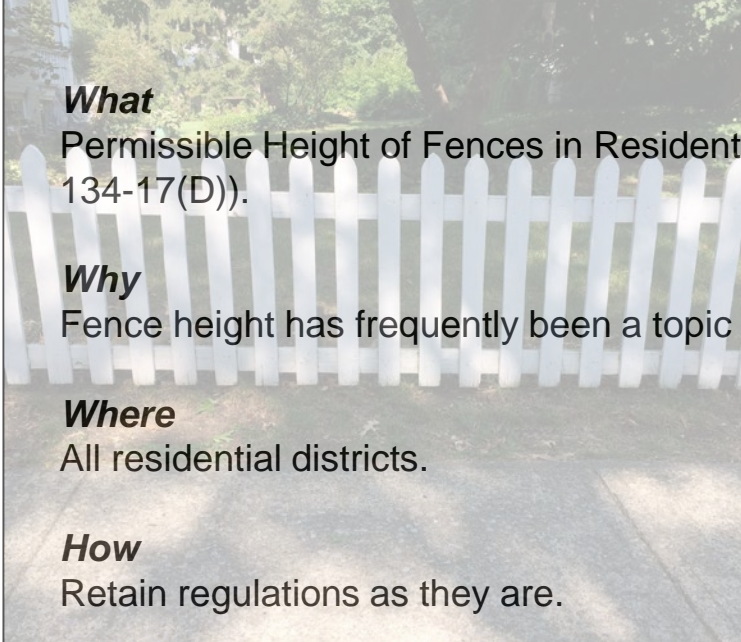
Fence height has frequently been a topic of appeals to the Zoning Board

Where

All residential districts.

How

Retain regulations as they are.



History of CUC

Scope of Work - All Topics

Topics for this Meeting

Area and Bulk Regulations

*Maximum Lot Coverage and
Setbacks*

*Preservation and Restoration
of Cultural Artifacts*

Signs

Three Story Buildings

Landscaping Within and

Around Parking Lots

Fences

 **Questions/Comments**

 **Conclusion**

