

*city of yes*

for Economic  
Opportunity

Proposal Overview

November 1st, 2023



# city of **yes**

“We are going to turn New York into a **City of Yes** — yes in my backyard, yes on my block, yes in my neighborhood,”

"These proposals focused on economic recovery, affordable housing, and sustainability will remove red tape for small businesses, expand housing opportunities in every neighborhood, and accelerate the transition to our energy future. New Yorkers are not going to wait around while other cities and other countries sprint towards a post-pandemic world, and now we won't have to."

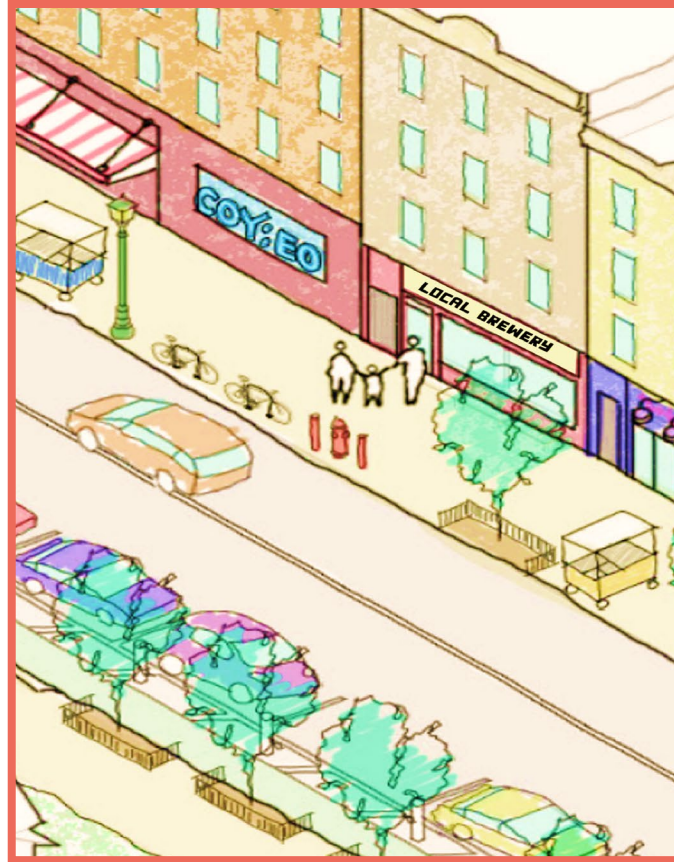
-Mayor Eric Adams



# How does zoning affect businesses in NYC neighborhoods?



Where can I open my business?



What can I do in my space?



Where can I expand?



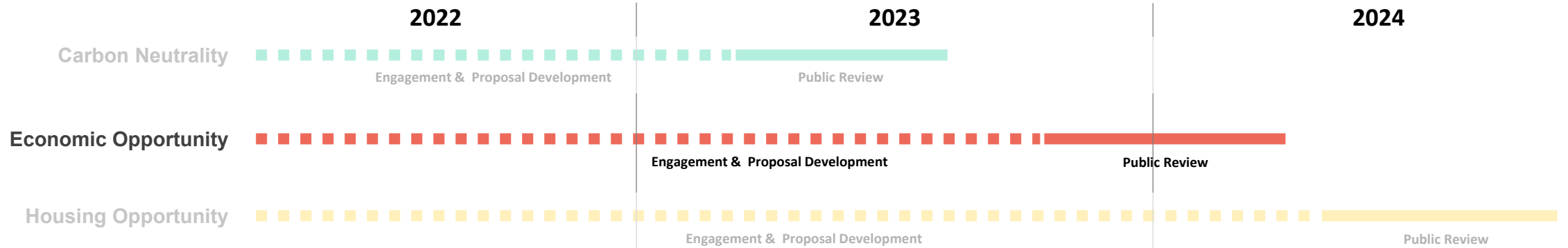
**for Carbon Neutrality**  
Expanding opportunities for decarbonization projects



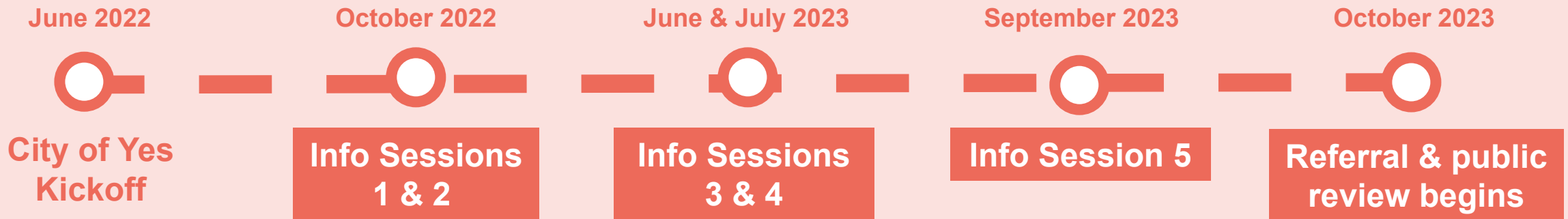
**for Economic Opportunity**  
Growing jobs and small businesses with more flexible zoning



**for Housing Opportunity**  
Ensuring all neighborhoods are meeting the need for housing opportunities



# Engagement process to date



Initial stakeholder outreach


Collaboration with advocates and practitioners

**to date:**


**Five** open-to-the-public pre-referral info sessions

Meetings with **100+** stakeholder organizations


# Zoning often presents a barrier to opening, operating, and expanding a business in NYC




There are way too many storefront vacancies. Can't we do something?




If I don't bother anyone, why can't I start a business in my home?




I have so many new customers. Please let me expand my bakery.



I'm confused: can I do my critical life sciences work in New York City or not?



Why does the City not allow me to have my office on the 2<sup>nd</sup> floor?



A comedy night would be a great addition to my restaurant.

# City of Yes for Economic Opportunity: Goals

## Goal 1:

**Make it easier for businesses to find space and grow**

*Lift barriers so businesses can be closer to their customers.*

## Goal 2:

**Boost growing industries**

*Reduce obstacles for new types of businesses.*

## Goal 3:

**Enable more business-friendly streetscapes**

*Deliver active, safe, and walkable streets for businesses and residents*

## Goal 4:

**Create new opportunities for businesses to open**

*Establish new zoning tools to boost job growth and business expansion*

# Summary of proposals

## Goal 1

### Make it easier to find space and grow

1. **Lift time limits** to reactivating vacant storefronts
2. **Simplify rules** for business types allowed on commercial streets
3. Expand opportunities for **small-scale clean production**
4. Modernize **loading dock** rules so buildings can adapt over time
5. Enable commercial activity on **upper floors**
6. **Simplify and modernize** how businesses are classified in zoning

## Goal 2

### Support growing industries

7. Clarify rules to permit indoor **urban agriculture**
8. Give **life sciences** companies more certainty to grow
9. **Support nightlife** with common-sense rules for dancing and live entertainment
10. Create more opportunities for **amusements** to locate
11. Enable entrepreneurship with modern rules for **home-based businesses**

## Goal 3

### Foster vibrant neighborhoods

12. Introduce **corridor design rules** that promote better activate ground floors
13. Reduce conflicts between **auto repair** shops and pedestrians
14. Encourage safe and sustainable deliveries with **micro-distribution**

## Goal 4

### New opportunities for businesses

15. Facilitate **local commercial space** on residential campuses
16. Create process for allowing **corner stores** in residential areas
17. Rationalize **waiver process** for adapting spaces for industries like film
18. Create **new kinds of zoning districts** for future job hubs



## Goal 1

# Make it easier for businesses to find space and grow



### 1. Reactivate storefronts

Allow closed storefronts in residential areas to reopen



### 2. Simplify district types

Update use rules to make it possible for businesses to open up in neighborhoods with similar zoning districts



### 3. Enable more small-scale production

Allowing small clean manufacturing businesses in commercial areas



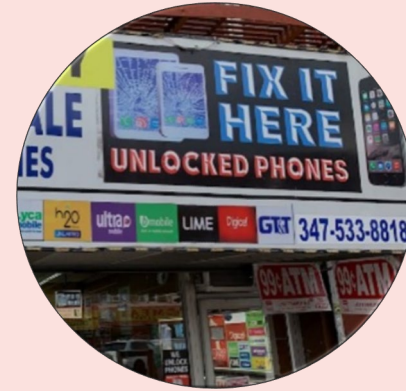
### 4. No more unnecessary loading docks

Allow older buildings to adapt over time by eliminating mandates for loading docks where they are not necessary



### 5. Allow commercial on upper floors

Making it easier for different types of businesses to use upper floors



### 6. Modernize use terms

Simplify and modernize how zoning defines different businesses

Photo Sources: 1. © Cyclomedia 2018; 2. © Cyclomedia 2023; 3. PowerPoint; 4. DCP Staff; 5. PowerPoint; 6. Google Streetview.

## Goal 2 Support growing industries



### 7. Urban agriculture

Explicitly permit indoor agriculture in commercial areas



### 8. Life Sciences

Allow regulated, licensed labs to expand near hospitals and universities



### 9. Nightlife

Allow dancing and live comedy shows more broadly.



### 10. Amusements

Better define and enable amusements such as arcades and virtual reality



### 11. Home occupations

Allow New Yorkers more flexibility to have businesses in their homes

Photo Sources: 7. DCP Staff; 8. NYC EDC; 9. DCP Staff; 10. DCP Staff; 11. PowerPoint.

## Goal 3 Foster vibrant neighborhoods



### 12. Promote better ground floor designs

Create consistent and easy to understand set of rules for ground floor design



### 13. Reduce conflicts with auto repair

With site plan review that keeps activity off of sidewalks and streets



### 14. Enable micro-distribution

Allow safe and sustainable neighborhood delivery hubs

## Goal 4 Create new opportunities for local businesses to open



### 15. Campus commercial

Enable resident-serving retail, services, and maker-space at NYCHA and other residential campuses



### 16. Corner stores

Create a *process* to allow for small new bodegas and other locally-serving storefronts in residential areas



### 17. Adapting spaces for industries like film

Give businesses—like film studios—a rational process to allow them to adapt and expand



### 18. New loft-style zoning districts

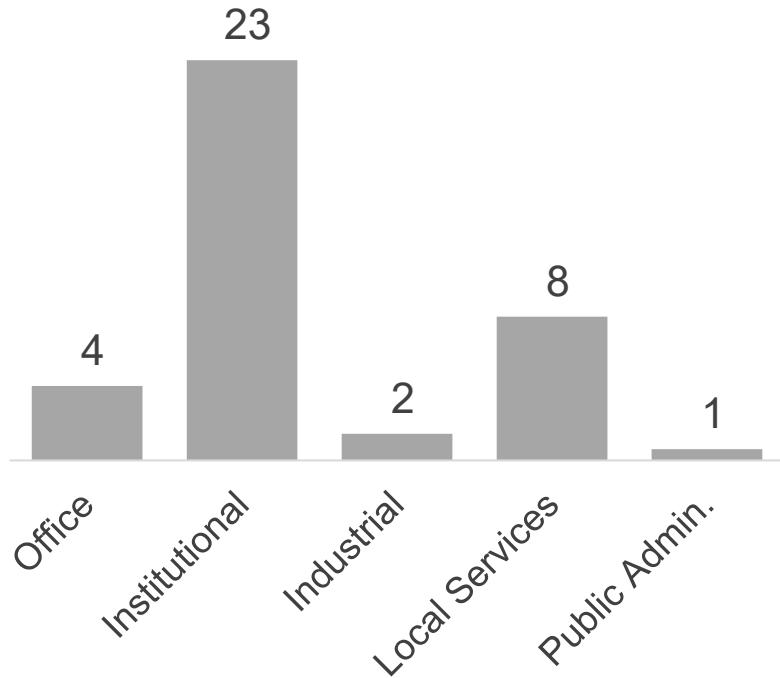
Create brand new zoning tools for future development of job-intensive buildings in Manufacturing Districts and for preservation of core industrial areas

Photo Sources: 15. DCP Staff; 16. DCP Staff; 17. MOME; 18. DCP Staff.

# Existing Conditions – Brooklyn Community District 14

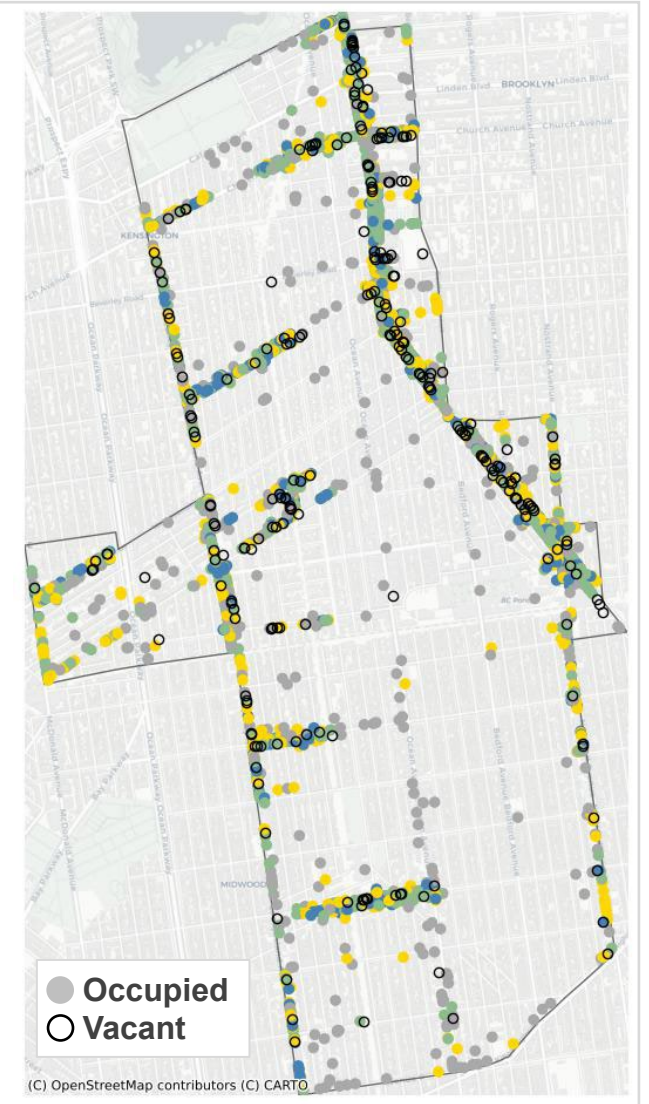
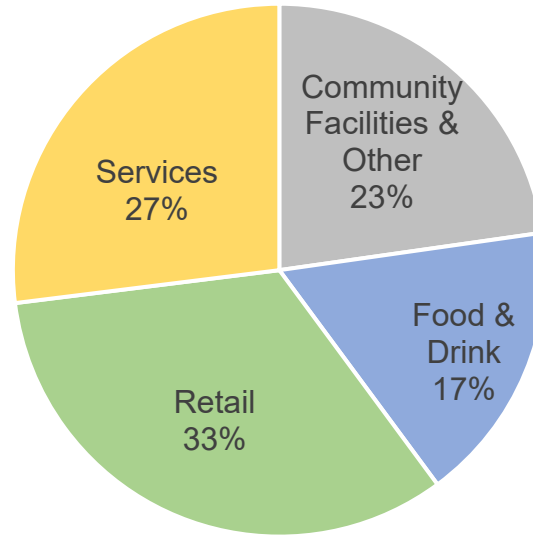
**37,100 Jobs**  
**104% of pre-Covid Jobs**  
 107% BK | 99% NYC

**Jobs by Macro Sector**  
 (thousands)



**2,390 Storefronts**  
**250 vacant (11%)**  
 12% BK | 12% NYC

**Storefronts by Type**



Sources: New York State Department of Labor Quarterly Census of Employment and Wages, 2023 Q1 (preliminary) and 2020 Q1 averages (rounded to the nearest hundred); Live XYZ Snapshot retrieved on October 17, 2023 (rounded).  
 Notes: Macro industry sectors represent aggregations of U.S. Census Bureau 2-digit NAICS codes, which generally reflect industries' land use patterns. Jobs reflect the number of employees reported by a business whose physical address is within a given community district. For businesses in some industries, such as Home Health Care (Institutional) or Construction (Industrial), a share of the work may be performed by employees outside the physical address of the business location and cannot be tracked.

# Applicability Map: Brooklyn Community District 14

Proposal #	Description of proposal: C1 Districts
2	Allows same uses as C2 districts
3	Allows clean production businesses up to 5,000 SF
5	Allows commercial uses on 2 <sup>nd</sup> floor
6	Simplified and modernized use terms
7	Fixes to enclosure rules and allows indoor agriculture
9	Eating or Drinking Establishments may contain entertainment with cover charges or specified showtimes up to 200-person capacity
10	Indoor Amusement or Recreation Facilities allowed up to 10,000 SF
12	New framework for ground floor street design
13	Light Motor Vehicle Repair and Maintenance Shops allowed via BSA Special Permit
14	Micro-Distribution Facilities allowed up to 2,500 SF

C1 Districts

C2 Districts

C4 Districts

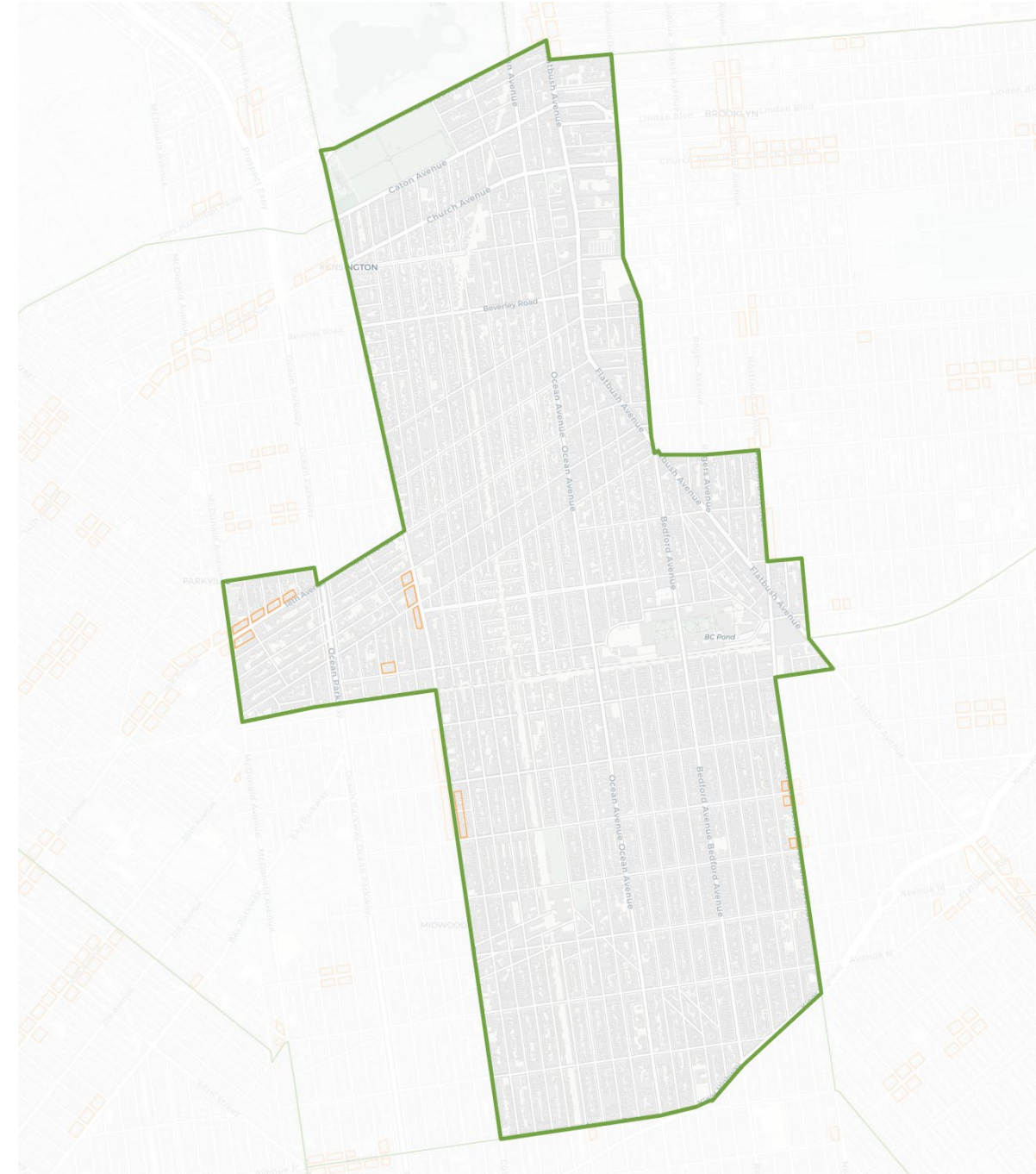
C5 Districts

C6 Districts

R Districts

M Districts

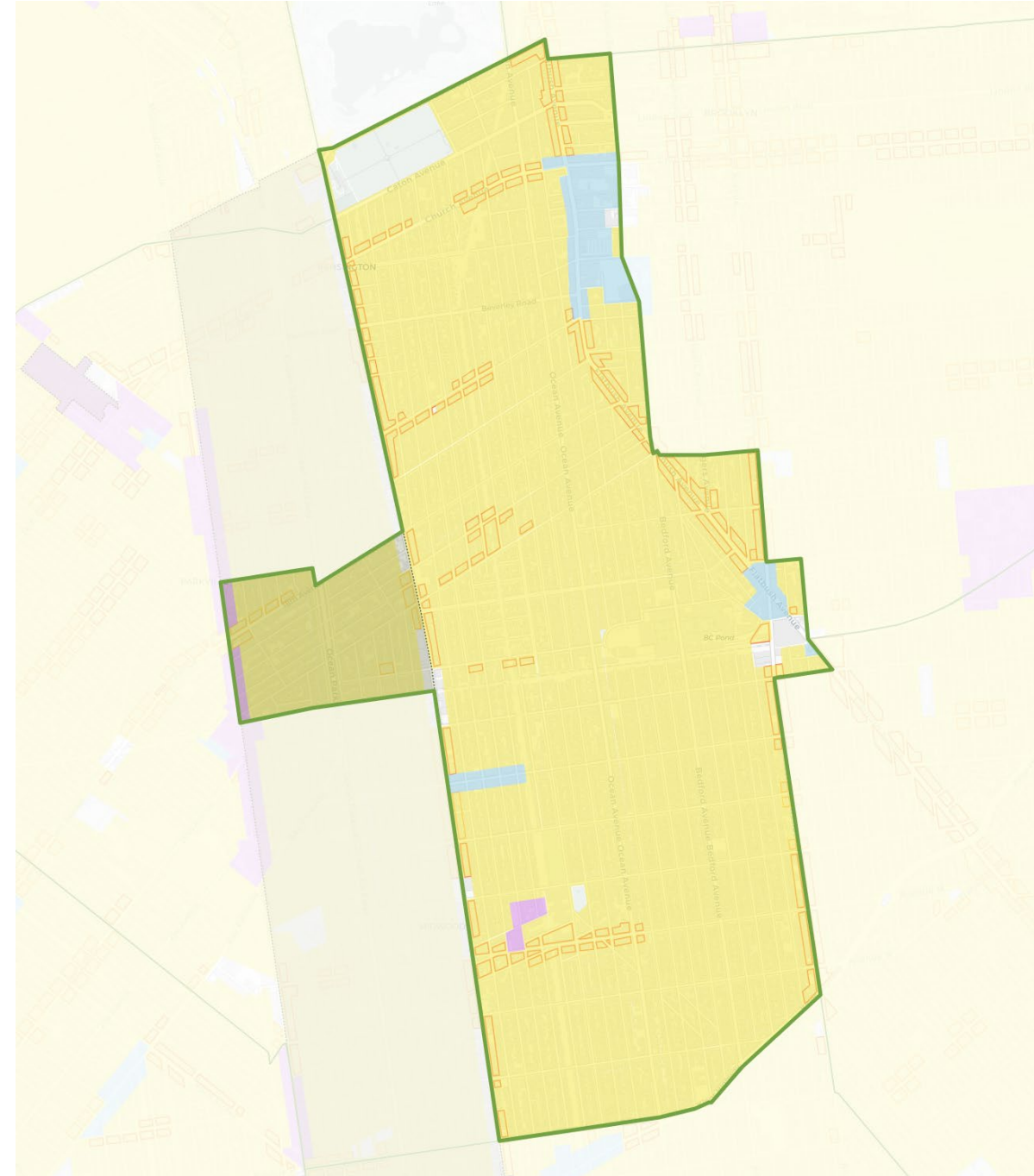
Special Purpose Districts



# Applicability Map: Brooklyn Community District 14

Proposal #	Description of proposal: All districts
4	Modernized loading dock rules
6	Simplified use terms
17	Rationalized waiver process for BSA and CPC
18	New types of zoning districts for job-intensive locations (must be mapped in future rezoning)

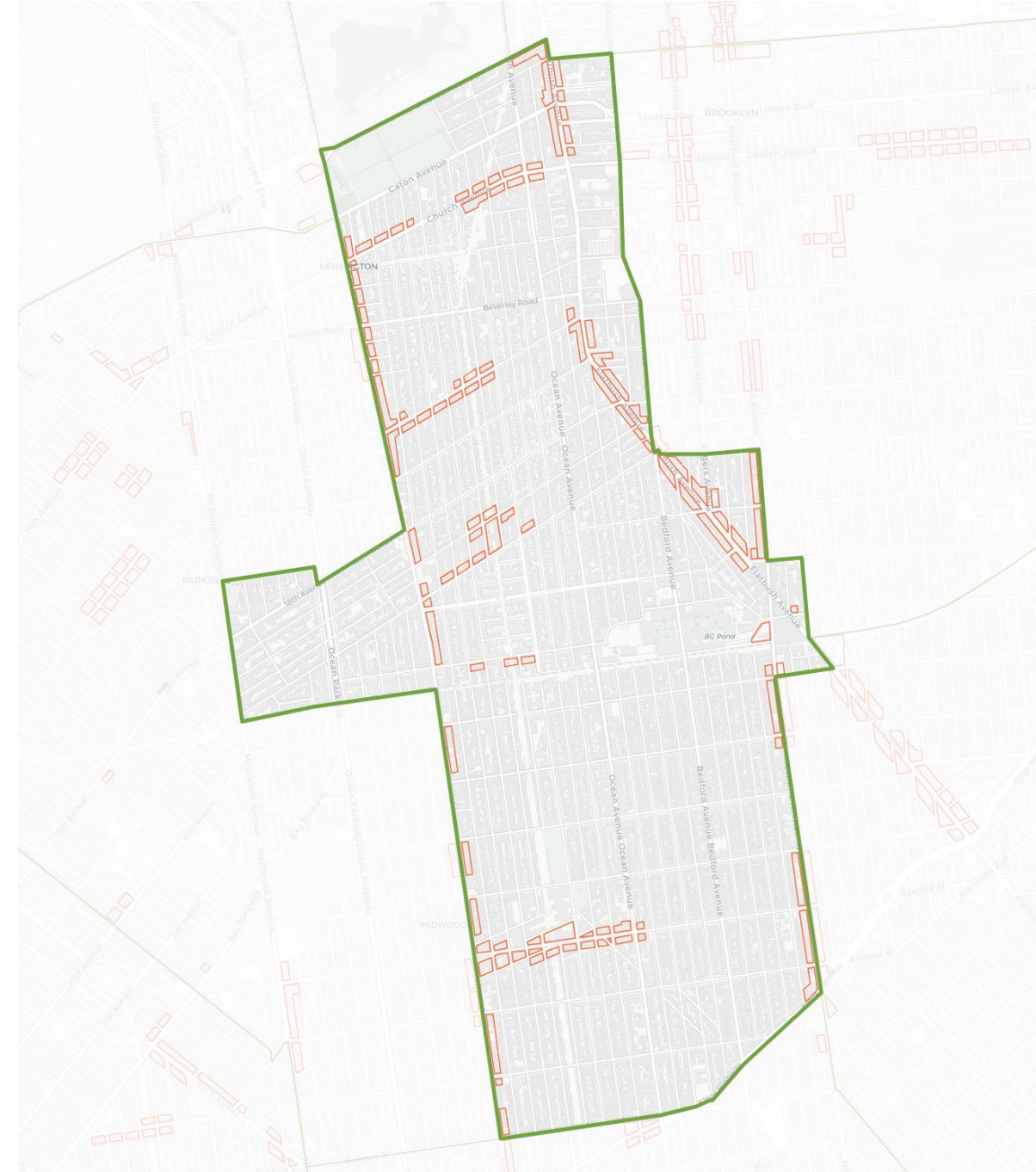
- C1 Districts
- C2 Districts
- C4 Districts
- C5 Districts
- C6 Districts
- R Districts
- M Districts
- Special Purpose Districts



# Applicability Map: Brooklyn Community District 14

Proposal #	Description of proposal: C2 Districts
3	Allows clean production businesses up to 5,000 SF
5	Allows commercial uses on 2 <sup>nd</sup> floor
6	Simplified and modernized use terms
7	Fixes to enclosure rules and allows indoor agriculture
9	Eating or Drinking Establishments may contain entertainment with cover charges or specified showtimes up to 200-person capacity
10	Indoor Amusement or Recreation Facilities allowed up to 10,000 SF
12	New framework for ground floor street design
13	Light Motor Vehicle Repair and Maintenance Shops allowed via BSA Special Permit
14	Micro-Distribution Facilities allowed up to 2,500 SF

- C1 Districts
- C2 Districts**
- C4 Districts
- C5 Districts
- C6 Districts
- R Districts
- M Districts
- Special Purpose Districts

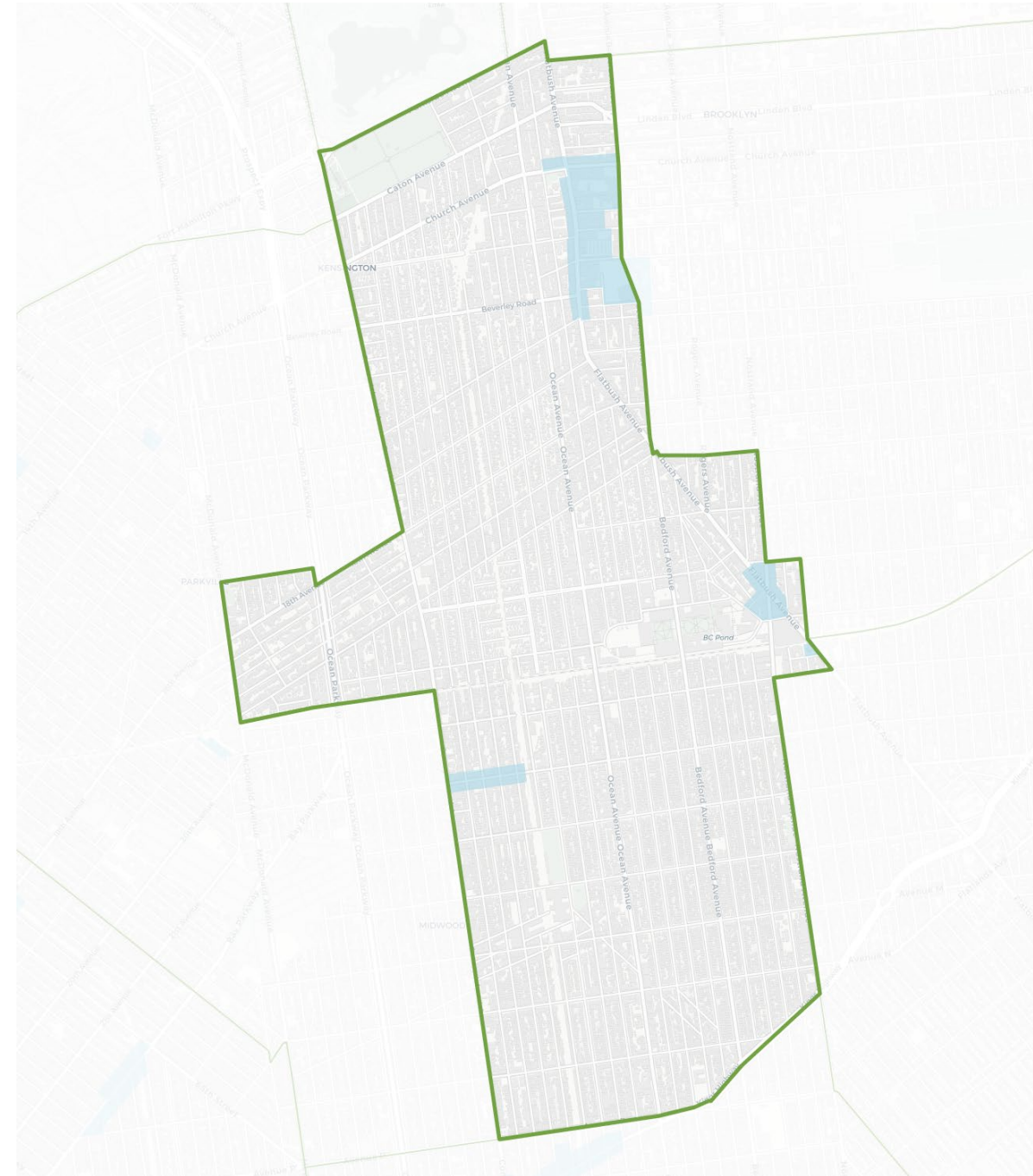




# Applicability Map: Brooklyn Community District 14

Proposal #	Description of proposal: C4 Districts
2	Allows same uses as C6 districts
3	Allows clean production businesses up to 10,000 SF on the ground floor, without limit above the ground floor
4	Modernized loading dock rules
5	Allows commercial uses at same level or above residences (physical separation required)
6	Simplified and modernized use terms
7	Fixes to enclosure rules and allows indoor agriculture
9	Eating or Drinking Establishments may contain entertainment with cover charges or specified showtimes
10	Indoor Amusement or Recreation Facilities allowed without size limitation
12	New framework for ground floor street design
13	Light Motor Vehicle Repair and Maintenance Shops allowed via BSA Special Permit
14	Micro-Distribution Facilities allowed up to 5,000 SF on the ground floor and 10,000 SF above

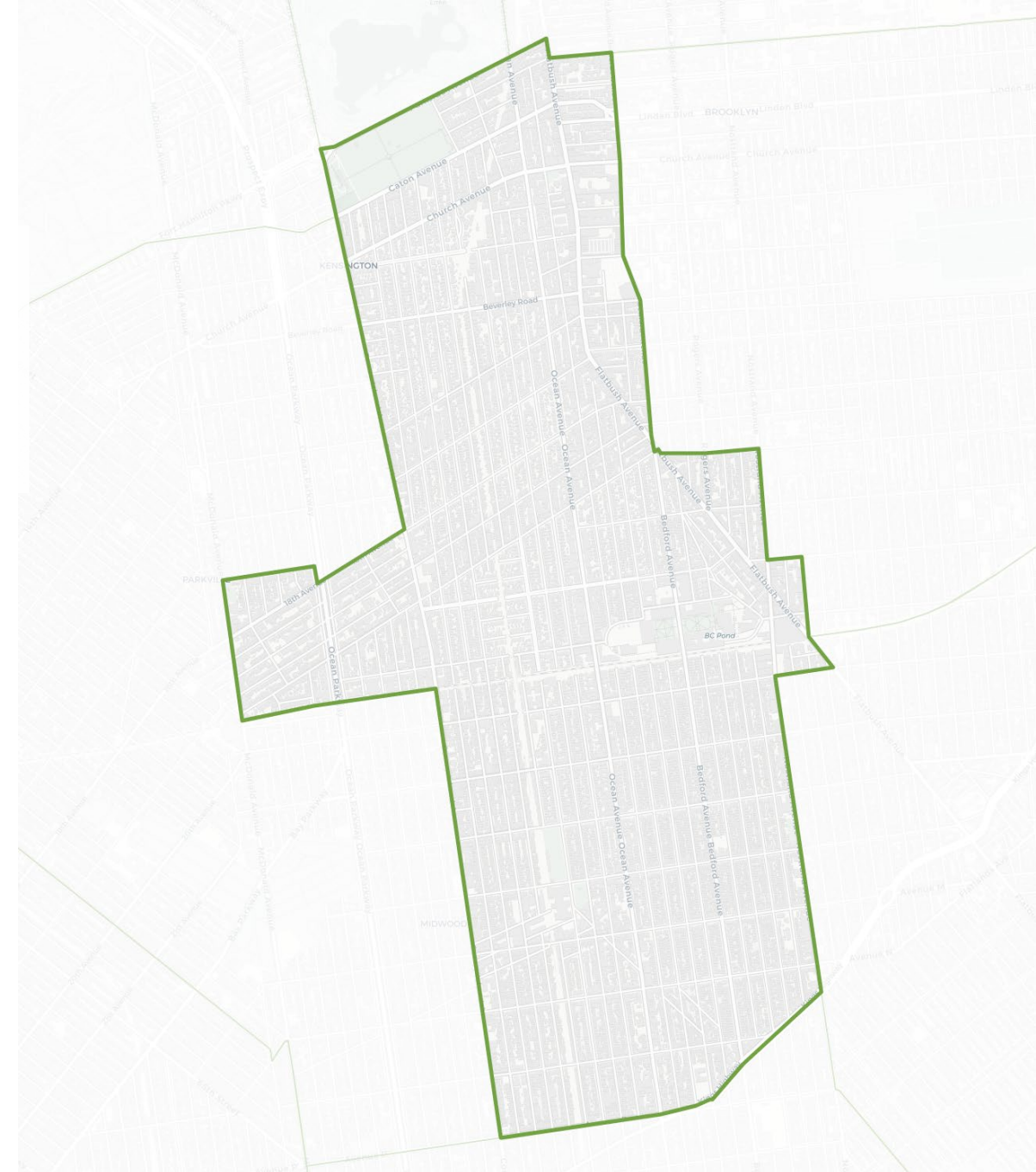
- C1 Districts
- C2 Districts
- C4 Districts**
- C5 Districts
- C6 Districts
- R Districts
- M Districts
- Special Purpose Districts



# Applicability Map: Brooklyn Community District 14

Proposal #	Description of proposal: C5 Districts
2	Allows same uses as C6 districts
3	Allows clean production businesses up to 10,000 SF on the ground floor, without limit above the ground floor
4	Modernized loading dock rules
5	Allows commercial uses at same level or above residences (physical separation required)
6	Simplified and modernized use terms
7	Fixes to enclosure rules and allows indoor agriculture
9	Eating or Drinking Establishments may contain entertainment with cover charges or specified showtimes
10	Indoor Amusement or Recreation Facilities allowed without size limitation
12	New framework for ground floor street design
13	Light Motor Vehicle Repair and Maintenance Shops allowed via BSA Special Permit
14	Micro-Distribution Facilities allowed up to 5,000 SF on the ground floor and 10,000 SF above

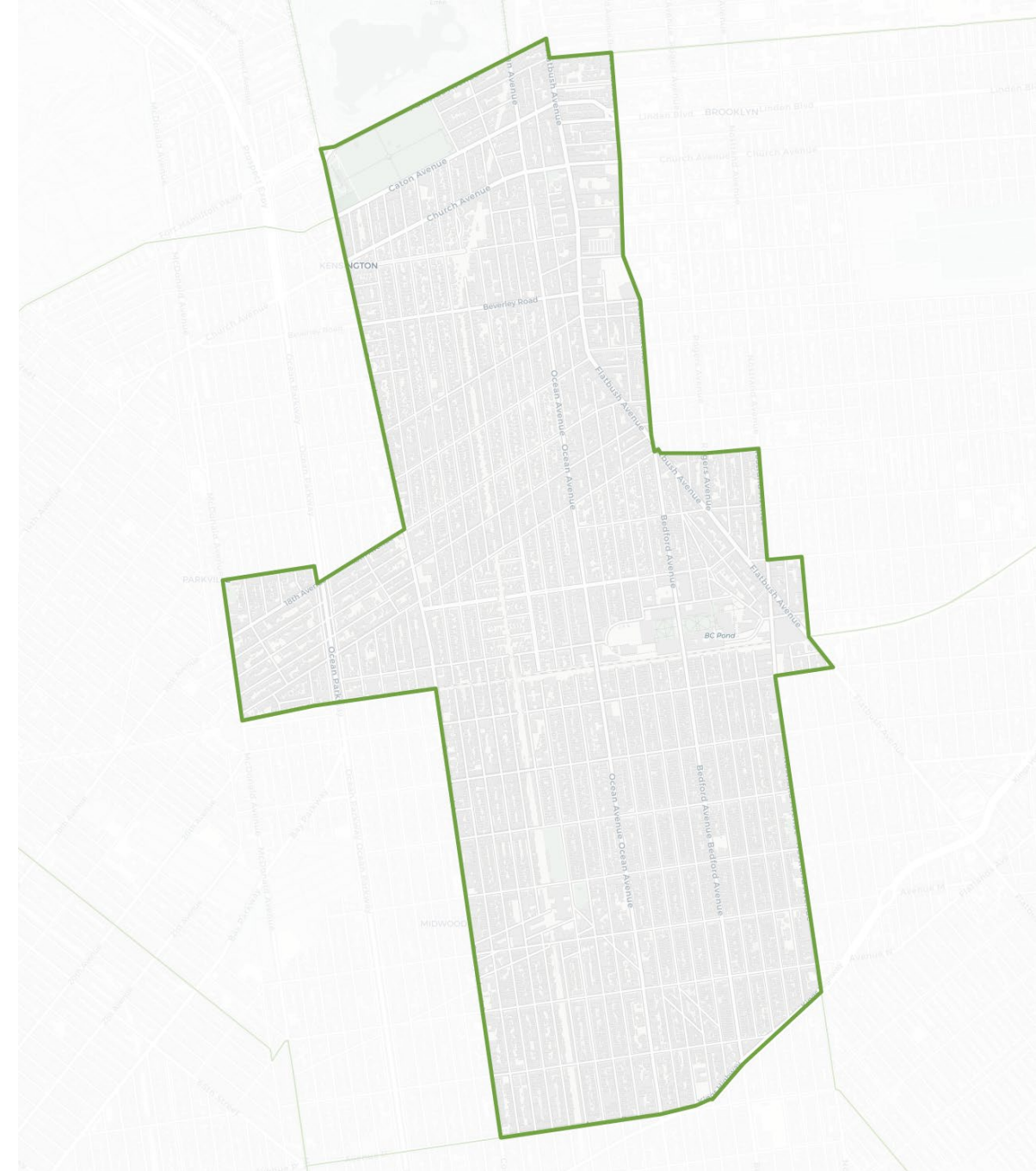
- C1 Districts
- C2 Districts
- C4 Districts
- C5 Districts**
- C6 Districts
- R Districts
- M Districts
- Special Purpose Districts



# Applicability Map: Brooklyn Community District 14

Proposal #	Description of proposal: C6 Districts
3	Allows clean production businesses up to 10,000 SF on the ground floor, without limit above the ground floor
4	Modernized loading dock rules
5	Allows commercial uses at same level or above residences (physical separation required)
6	Simplified and modernized use terms
7	Fixes to enclosure rules and allows indoor agriculture
9	Eating or Drinking Establishments may contain entertainment with cover charges or specified showtimes
10	Indoor Amusement or Recreation Facilities allowed without size limitation
12	New framework for ground floor street design
13	Light Motor Vehicle Repair and Maintenance Shops allowed via BSA Special Permit
14	Micro-Distribution Facilities allowed up to 5,000 SF on the ground floor and 10,000 SF above

- C1 Districts
- C2 Districts
- C4 Districts
- C5 Districts
- C6 Districts**
- R Districts
- M Districts
- Special Purpose Districts



## Applicability Map: Brooklyn Community District 14

Proposal #	Description of proposal: Residence Districts
1	Eased pathway to reactivate vacant existing storefronts
11	Updated rules for home occupations
15	New zoning tool to permit local retail, services, and maker-space at NYCHA and other residential campuses
16	Create process to potentially allow new corner stores in residential areas

C1 Districts

C2 Districts

C4 Districts

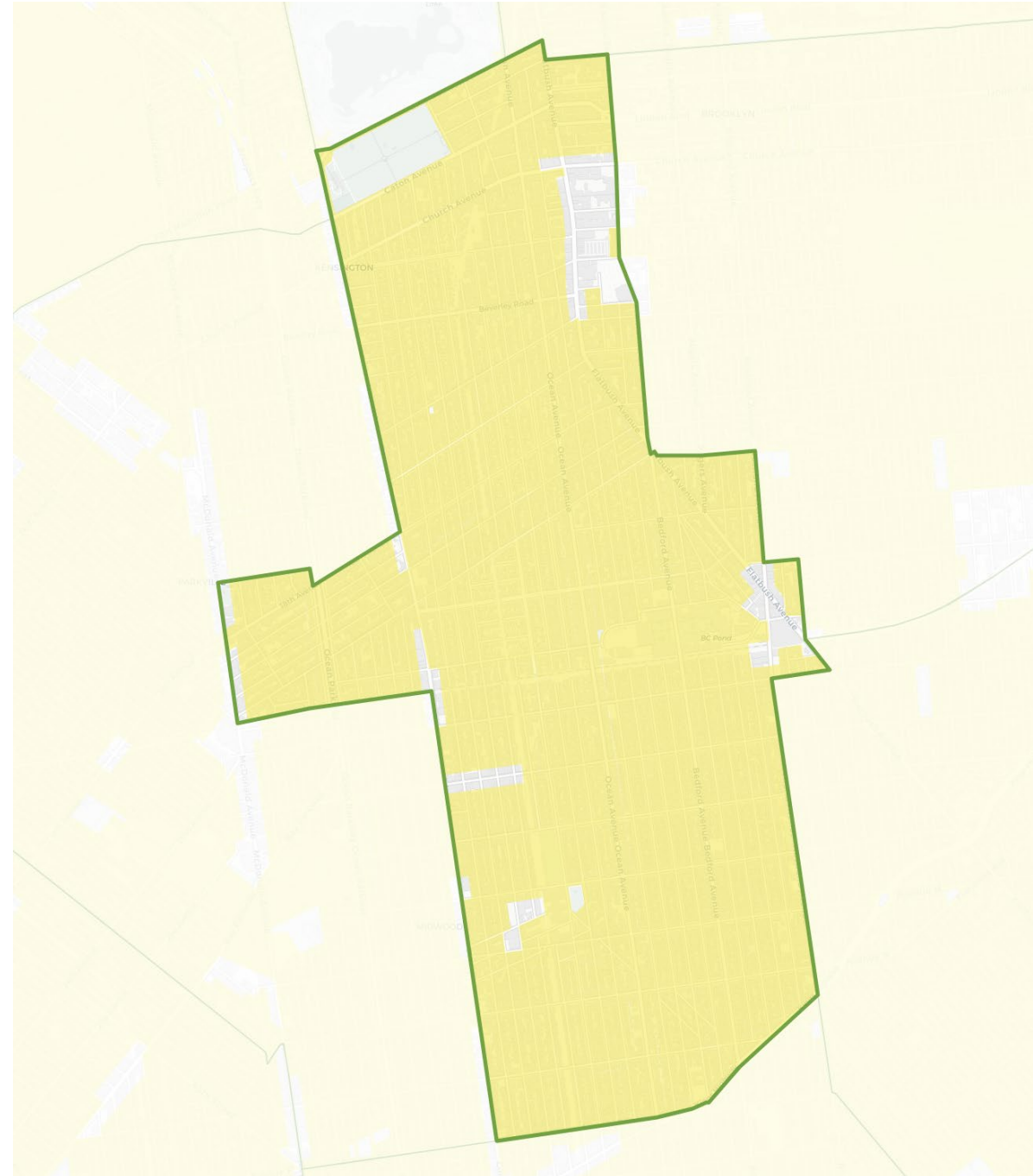
C5 Districts

C6 Districts

R Districts

M Districts

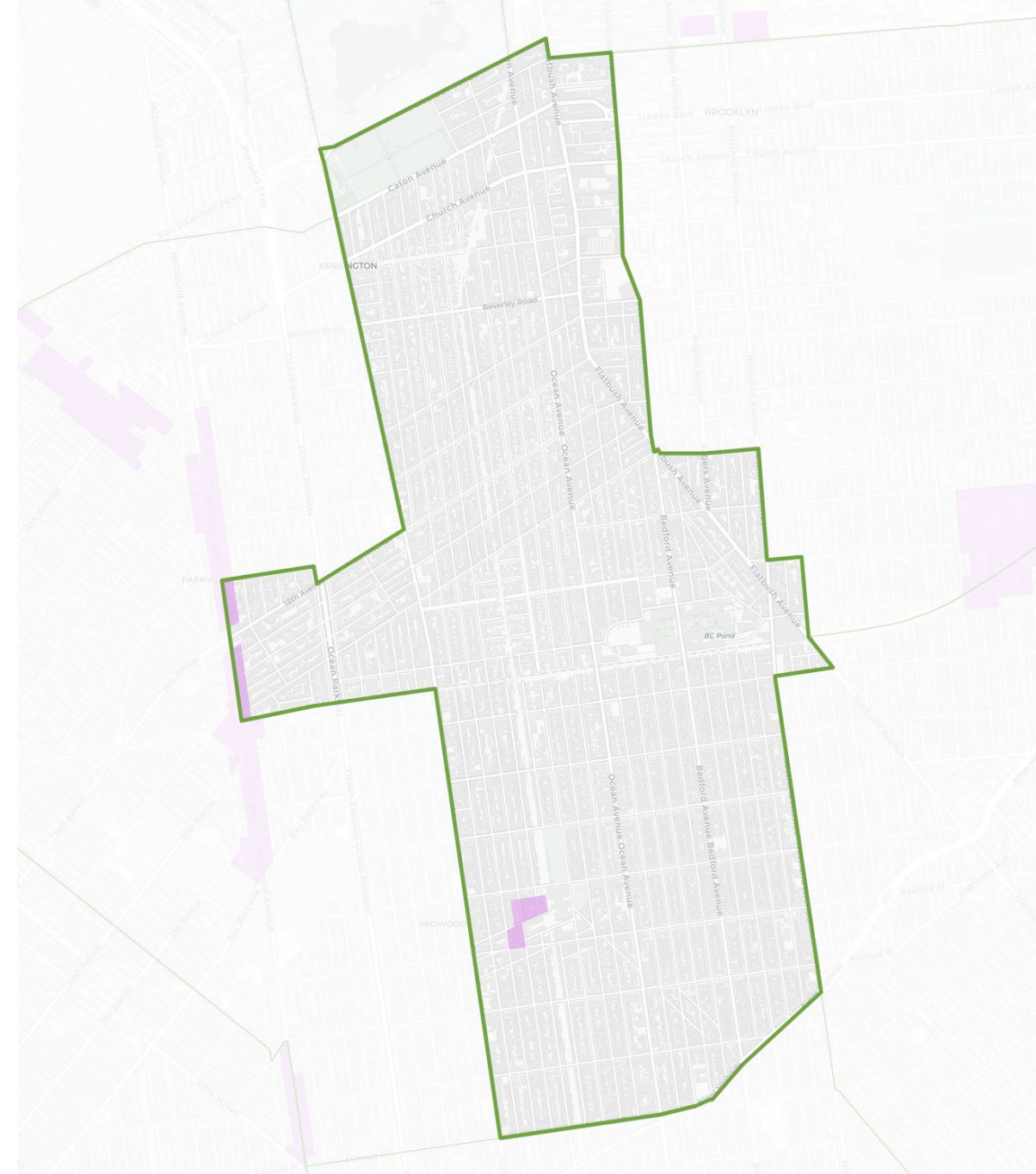
Special  
Purpose  
Districts



# Applicability Map: Brooklyn Community District 14

Proposal #	Description of proposal: M districts
4	Modernized loading dock rules
6	Simplified and modernized use terms
17	Rationalized waiver process for BSA and CPC
18	New types of zoning districts that balance Growth, Transition, and Core industrial areas (must be mapped in future rezoning)

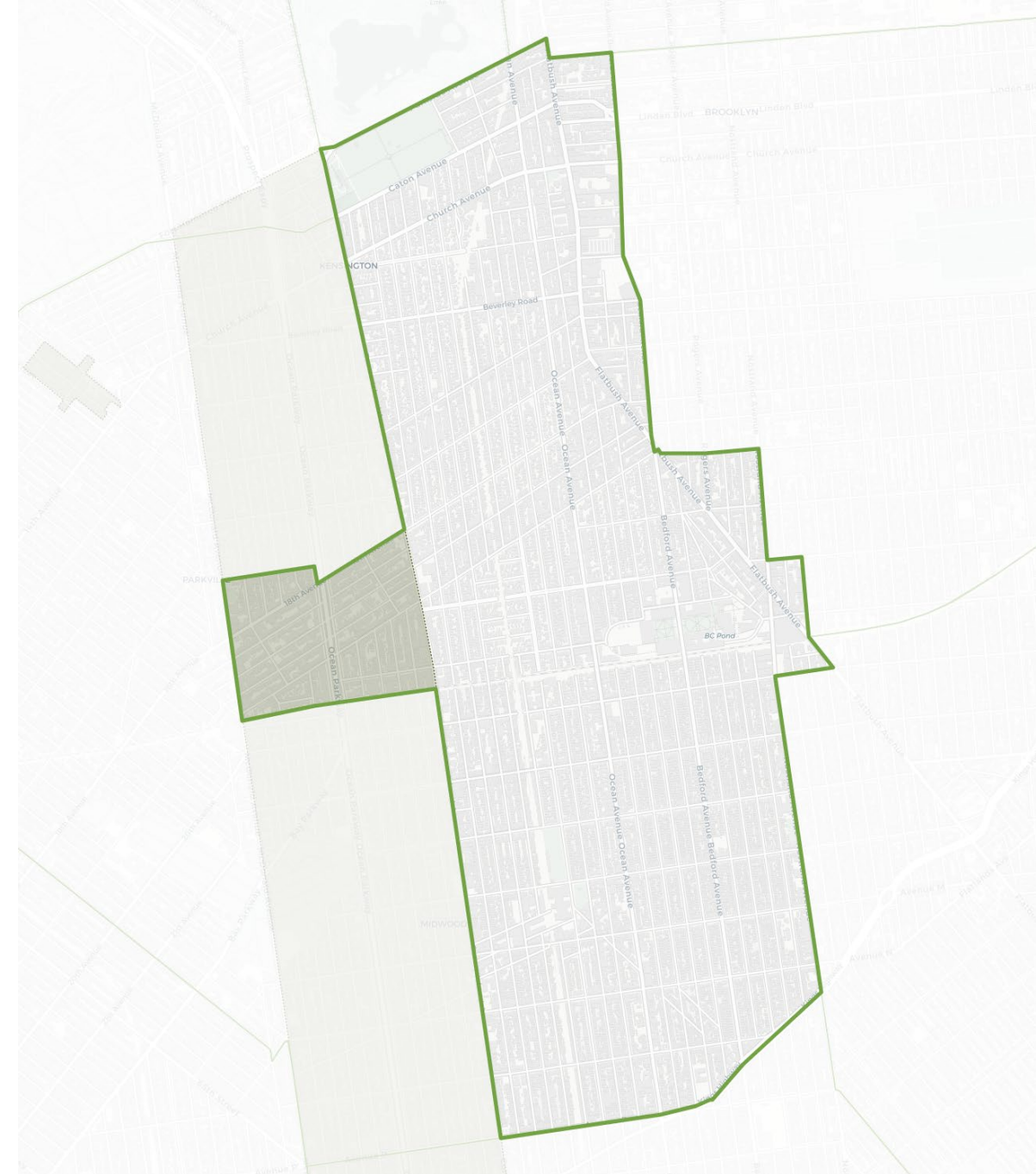
- C1 Districts
- C2 Districts
- C4 Districts
- C5 Districts
- C6 Districts
- R Districts
- M Districts
- Special Purpose Districts



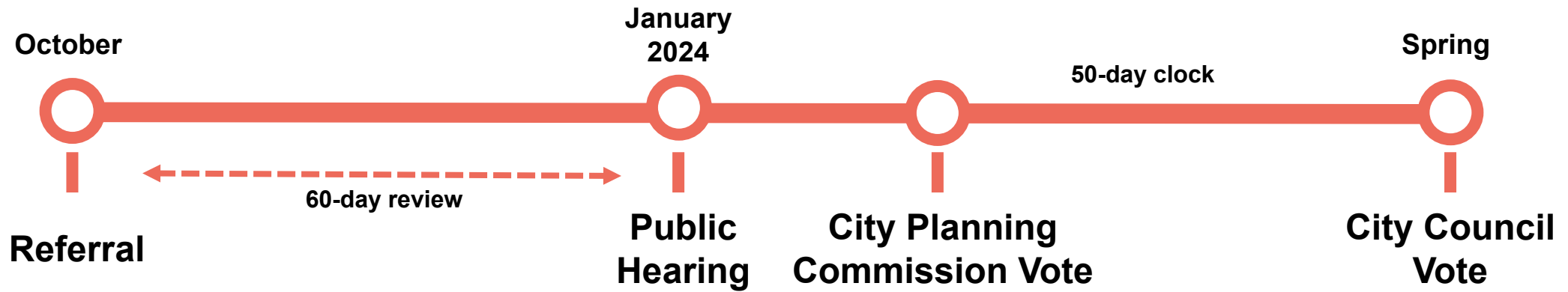
# Applicability Map: Brooklyn Community District 14

Proposal #	Description of proposal: Special Districts
2	Aligned ground floor use rules when inconsistent with stated purpose of the Special District
6	Simplified and modernized use terms
12	Enhanced corridor design rules

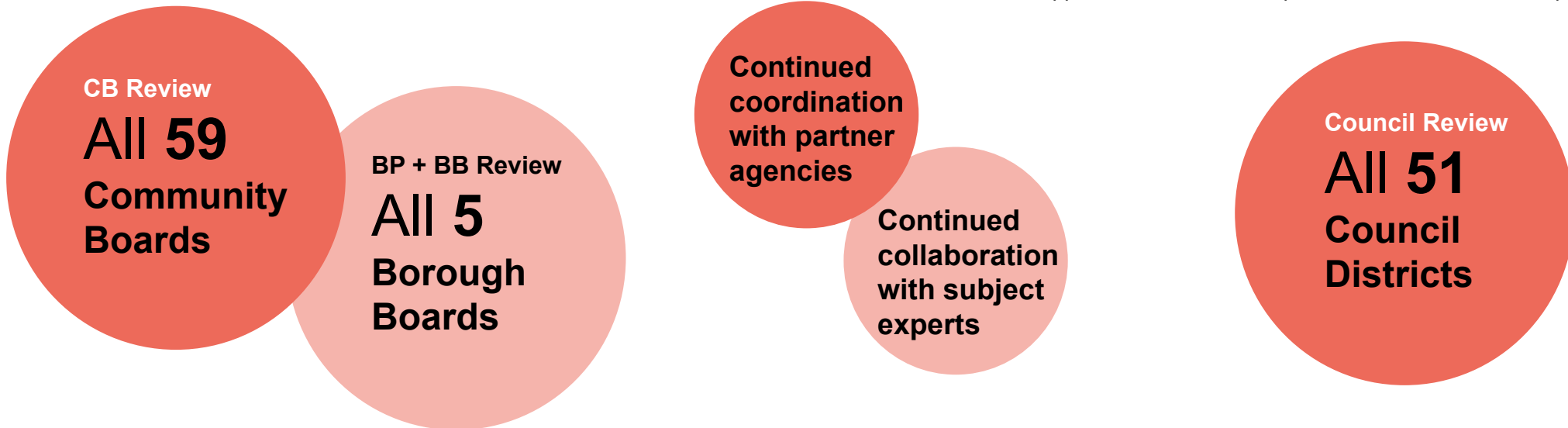
- C1 Districts
- C2 Districts
- C4 Districts
- C5 Districts
- C6 Districts
- R Districts
- M Districts
- Special Purpose Districts



# Timeline



*Approximate schedule of public review, for illustrative purposes only*

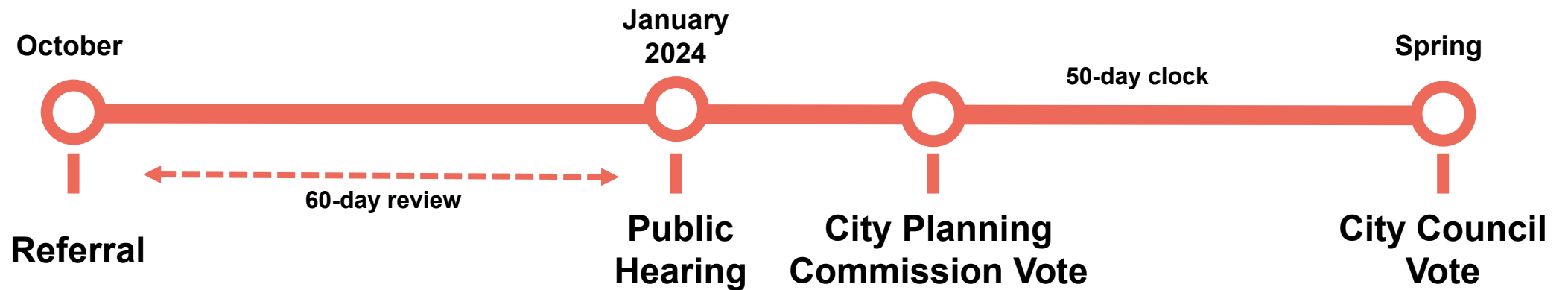




### Stay in touch!

Email the project team at **[EconomicOpportunity@planning.nyc.gov](mailto:EconomicOpportunity@planning.nyc.gov)** with questions, concerns, and to be signed up for email alerts on this project.

**for Economic Opportunity**  
Growing jobs and small businesses  
with more flexible zoning



*Approximate schedule of public review, for illustrative purposes only*



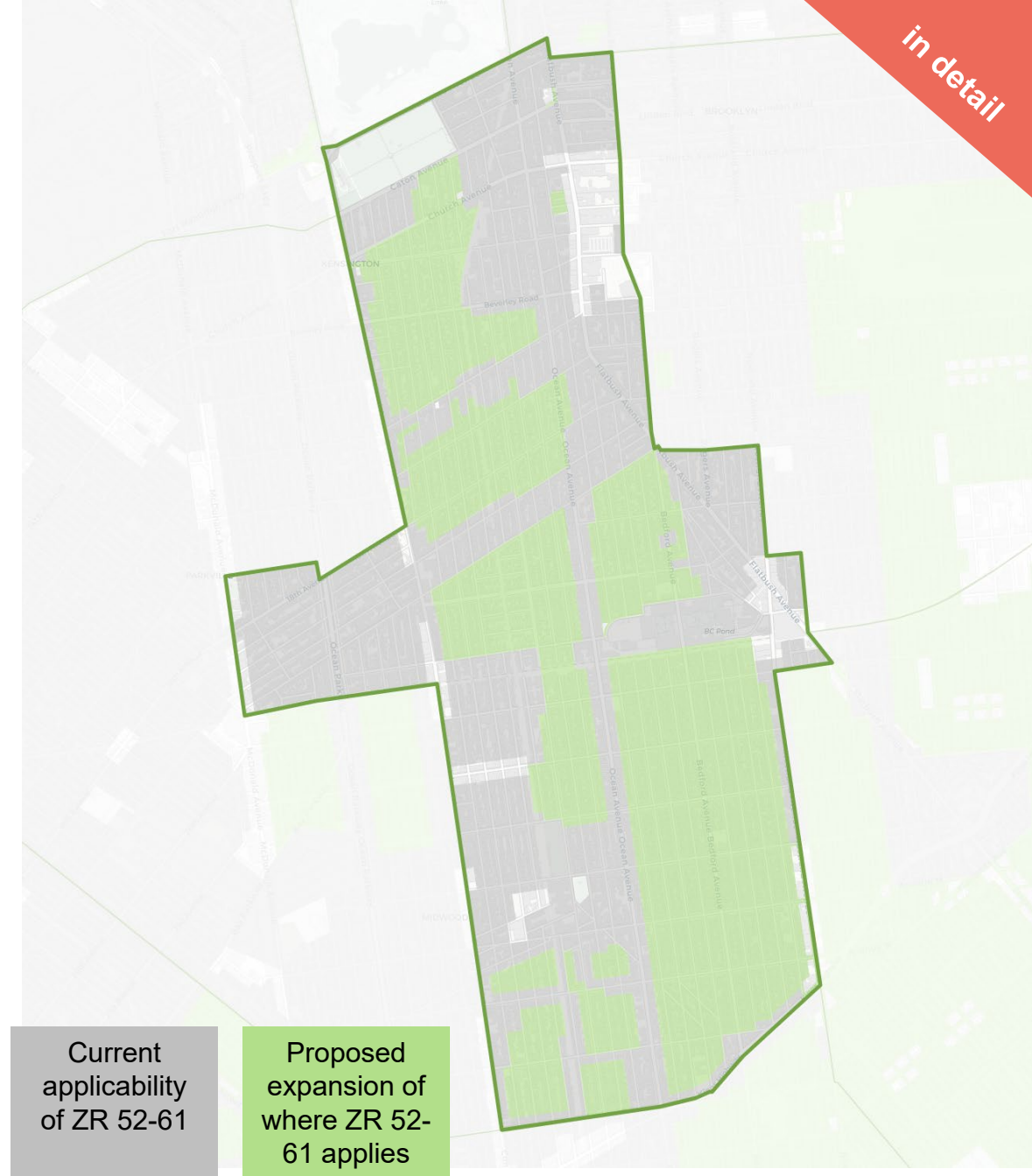
## ZR Sections

Goal	Proposal	Primary ZR Sections
<b>Goal 1: Make it easier for businesses to find space and grow</b> by giving business owners more certainty on where they can locate and what they can do in their space.	Proposal 1: Lift zoning barriers to <b>reactivate vacant storefronts</b> .	52-61
	Proposal 2: <b>Simplify rules</b> for types of business allowed on commercial streets.	32-10; 32-423; 42-325
	Proposal 3: Expand opportunities <b>for small-scale clean production</b> .	32-20; 73-211; 74-211
	Proposal 4: Modernize <b>loading dock</b> rules to allow buildings to adapt over time.	36-63; 36-661
	Proposal 5: Enable commercial activity on <b>upper floors</b> .	32-421; 32-422
	Proposal 6: Simplify and modernize <b>use terms</b> that specify where businesses can locate.	32-10; 42-10
<b>Goal 2: Support growing industries</b> by reducing obstacles for emerging business types.	Proposal 7: Clarify indoor rules to enable <b>urban agriculture</b> .	32-112
	Proposal 8: Give <b>life sciences</b> companies the certainty to grow.	22-17; 32-17; 74-171
	Proposal 9: Support <b>nightlife</b> with common-sense dancing and live entertainment rules.	32-162 (b); 32-163 (b) (3); 73-162
	Proposal 10: Simplify rules so <b>amusements &amp; experiential businesses</b> can flourish.	12-10; 32-18; 42-18; 73-181; 73-182; 73-183; 74-181
<b>Goal 3: Foster vibrant neighborhoods</b> by ensuring businesses contribute to active, safe, and walkable streets.	Proposal 11: Enable entrepreneurship for <b>home occupations</b> .	12-10
	Proposal 12: Introduce <b>corridor design rules</b> that ensure buildings contribute to surroundings.	32-30; 32-413; 37-31; 73-311; 73-32
	Proposal 13: Reduce conflicts between <b>auto repair</b> and pedestrians on commercial streets.	12-10; 32-161 (b); 32-165; 73-164
	Proposal 14: Encourage more sustainable freight movement by allowing <b>micro-distribution</b> in commercial areas.	32-191; 32-193 (c); 73-191; 74-191
<b>Goal 4: Create new opportunities for local businesses to open</b> by establishing new zoning tools to boost job growth and business expansion.	Proposal 15: Facilitate <b>local commercial space</b> on residential campuses, such as NYCHA.	75-12
	Proposal 16: Create process for allowing <b>corner stores</b> in residential areas.	22-16 (a); 75-11
	Proposal 17: Rationalize <b>waiver process</b> for business adaptation and growth	73-03 (e)-(f); 73-161; 74-161; 75-21
	Proposal 18: Create <b>new kinds of zoning districts</b> for the future.	33-00; 41-00; 42-00; 43-00; 44-00

## Proposal 1

# Lift time limits to reactivating vacant storefronts

- **Currently:** Zoning allows businesses in R5-R7 districts to reoccupy vacant space, regardless of how long the non-conforming storefront has been empty.
- **Issue:** R1-R4, R8-R10, and Historic Districts are excluded from these provisions, meaning commercial spaces in these areas that are vacant for more than two years are not permitted to be re-occupied, contributing to long-term vacancies.
- **Proposal:** Expand existing provisions to all Residence Districts and Historic Districts.



## Proposal 12

# Introduce design rules that ensure buildings contribute to surroundings

	Applicable Geographies	Regulates
<b>Tier A</b>	Streets in C1-C2, C4-C7 districts and in MX Districts	Parking location, Drive-throughs, Blank walls
<b>Tier B</b>	Streets in C1-C2, C4-C7 districts and in MX Districts (within the Transit Zone)*	<b>Tier A</b> rules, plus: Ground floor residences, Lobby length, Minimum transparency, Parking enclosure, Curb cut location
<b>Tier C</b>	Designated streets in Special Purpose Districts and other geographies**	<b>Tiers A &amp; Tier B</b> rules, plus more robust list of building elements
<b>Excluded</b>	Within 1,000 feet of highway entrance or large shopping center far from transit	

\*For zoning lots adjacent to or across from Residence, Manufacturing Districts or infrastructure, only parking wrap/location and blank wall rules will apply.

\*\*C Districts mapped in or with a RDE of an R9 or R10 District & C1, C2 and C4s in SI

- Tier A
- Tier B
- Tier C

