

ZONING

215 Attachment 15

Town of Stony Point

TABLE OF BULK REQUIREMENTS
PART IA

[Added 4-21-1997 by L.L. No. 4-1997¹; amended 2-10-1998 by L.L. No. 2-1998]

1	2	3	4	5	6	7	8	9	10	11
Use Group	Minimum Lot Area (square feet unless otherwise noted)	Minimum Lot Width (feet)	Required Front Yard Depth/Front Setback (feet)	Required Side Setback/ Total Side Setback (feet)	Required Rear Setback (feet)	Required Side and Rear Yard Depth (feet)	Required Street Frontage (feet)	Maximum Building Height (feet)	Development Coverage (percent)	Floor Area Ratio
a	None	N/A	0/30	30/60	50	0	15	15	5%	N/A
b	10 acres	400	100/100	100/200	100	0	15	35	3%	N/A
c	5 acres	400	50/100	100/200	100	75	30	45	25%	0.35
d.0	200,000	200	50/50	30/75	50	10	200	35	10	0.05
d.1	60,000	175	50/50	30/75	50	10	100	35	20%	0.40
d.2	50,000	150	50/50	25/75	50	10	100	35	20%	0.40
d.3	45,000	140	40/40	25/55	40	10	100	35	25%	0.40
d.4	20,000	125	35/35	20/50	35	10	90	35	50%	0.40
e	2 acres	200	100/100	100/200	100	25	50	35	10%	0.35
f	2 acres	200	100/100	100/200	100	25	50	35	20%	0.35
g	10 acres	400	100/100	100/200	100	100	300	45	30%	0.35

NOTES:

- A. A twenty-foot buffer shall be provided adjacent to Palisades Interstate Park and Parkway property. An additional 10 feet beyond the buffer should be planted with evergreen trees unless the topography of the site prevents the site from being seen from the Parkway.
- B. Where feasible, a seventy-five-foot building setback should be maintained for all buildings from the Palisades Interstate Park property line.
- C. All parking shall be provided at least 10 feet from the designated street lines of county and state highways. In addition, adequate vehicle turnaround shall be provided for any residential lots that obtain access to a state or county highway so that no cars are forced to back out onto the roadway.

¹ This local law provided that the Table of Bulk Requirements, Part IA, shall apply to properties for which preliminary approval has not yet been granted or has expired at the time of adoption of these amendments.