

ZONING

360 Attachment 3

City of Plattsburgh

Schedule III
Calculations Formulas for Area and Bulk Controls

R-2 General Residential District

Low-Rise Multifamily Residences

$$2,500 - \frac{(\text{lesser of lot area of } 2,000,000 - 10,000)}{190,000} \times 1,500 = \text{area per dwelling and}$$

Square root of lot area in square feet X 0.67 = maximum lot dimension
Lot area in square feet X 12 = maximum height in feet

C Central Business District

All Permitted Uses
(High-Rise)

$$1,500 - \frac{(\text{lesser of lot area or } 2000,000 - 50,000)}{150,000} \times 750 = \text{area per dwelling unit}$$

Square root of lot area in square feet X 0.67 = maximum lot dimension
Height in stores X 3 = minimum required yard (sides, front and rear)
Lot area in square feet X 0.0001 = maximum height in stories
Height in stories X 12 = maximum height in feet
Maximum building coverage = 100% of buildable portion of lot
Minimum open space = 100% of required yards

RC-1 Recreation and Related Uses District

Permitted Residential Uses
(Low-Rise)

$$2,500 - \frac{(\text{lesser of lot area or } 200,000 - 10,000)}{190,000} \times 1,750 = \text{area per dwelling unit in square feet}$$

Square root of lot area in square feet X 0.67 = maximum lot dimension

Permitted Residential Uses
(High-Rise)

$$2,500 - \frac{(\text{lesser of lot area or } 200,000 - 10,000)}{190,000} \times 1,750 = \text{area per dwelling unit in square feet}$$

Square root of lot area in square feet X 0.67 = minimum lot dimension
Height in stories X 5 = maximum required yard (sides, front and rear)
Lot area in square feet X 0.0001 X 0.5 = maximum height in stories
Height in stories X 12 = maximum height in feet

$$25 - \frac{(\text{lesser of building height in stories or } 12-3)}{9} \times 10 = \text{maximum building coverage percentage}$$

PLATTSBURGH CODE

**Permitted Other Uses
(Low-Rise)**

Square root of lot area in square feet X 0.67 = minimum lot dimension in feet

**Permitted Other Uses
(High-Rise)**

Square root of lot area in square feet X 0.67 = minimum lot dimension
Height in stories X 5 = minimum required yard (sides, front and rear)
Lot area in square feet X 0.0001 X 0.5 = maximum height in stories
Height in stories X 12 = maximum height in feet.

20 - $\frac{(\text{lesser of building height in stories or } 12-3)}{9} \times 10 = \text{maximum building coverage percentage}$

Maximum building coverage percentage X 2 = minimum open space percentage

RC-2 Recreation and Related Uses District

Where an area dimension is specified in Schedule II, the requirement shall be the greater of the amount specified in Schedule II or the amount derived by application of the following formula:

**Permitted Residential Uses
(Low-Rise)**

$2,500 - \frac{(\text{lesser of lot area or } 200,000 - 10,000)}{190,000} \times 1,750 = \text{area per dwelling unit in square feet}$

Square root of lot area in square feet X 0.67 = minimum lot dimension

**Permitted Residential Uses
(High-Rise)**

$5,000 - \frac{(\text{lesser of lot area or } 200,000 - 10,000)}{190,000} \times 3,000 = \text{area per dwelling unit in square feet}$

Square root of lot area in square feet X 0.67 = minimum lot dimension
Height in stories X 5 = minimum required yard (sides, front and rear)
Lot area in square feet X 0.0001 X 0.5 = maximum height in stories
Height in stories X 12 = maximum height in feet.

25 - $\frac{(\text{lesser of building height in stories or } 12-3)}{9} \times 10 = \text{maximum building coverage percentage}$

**Permitted Other Uses
(Low-Rise)**

Square root of lot area in square feet X 0.67 = minimum lot dimension in feet

ZONING

Permitted Other Uses (High-Rise)

Square root of lot area in square feet X 0.67 = minimum lot dimension

Height in stories X 5 = minimum required yard (sides, front and rear)

Lot area in square feet X 0.0001 X 0.5 = maximum height in stories

Height in stories X 12 = maximum height in feet.

20 - $\frac{\text{lesser of building height in stories or } 12-3}{9}$ X 10 = maximum building coverage percentage

Maximum building coverage percentage X 2 = minimum open space percentage