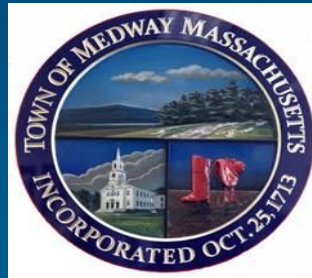


TOWN OF MEDWAY OAK GROVE ZONING TASK FORCE



Proposed Zoning

URBAN RENEWAL PLAN

2017 – After a lengthy community process, the Town approves an Urban Renewal Plan (URP) for the Oak Grove (bottle cap) area.

Oak Grove Urban Renewal Area consists of about 82 acres, including the bottle cap lots and additional parcels along Trotter Drive.

Urban Renewal Plan Vision

- Create a diverse mix of uses
- Provide business opportunities for economic development
- Maintain high quality of life for residents and business
- Increase town tax base
- Minimize environmental and social impacts

Current Zoning

- Oak Grove Area is currently divided into two zoning districts: AR-II and West Industrial
- The area to the west of Trotter Drive, and a small strip along the east side of Trotter Drive, is zoned West Industrial
- Balance is AR-II

Task Force

- The MRA appointed an Oak Grove Zoning Task Force to recommend new zoning
- Task Force has held 18 public meetings, including two community forums, for which over 300 notices were sent out to area residents and interested parties

Concept Plan

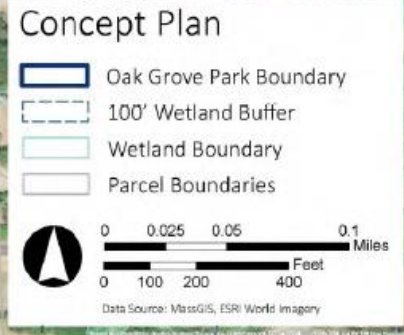
- The Task Force with assistance of consultant Ted Brovitz took the vision of the Urban Renewal Plan and created a concept plan for Oak Grove
- This included creating a new Oak Grove zoning district to replace the current zoning

OAK GROVE OVERALL CONCEPTUAL PLAN DEVELOPMENT PLAN

This Conceptual Plan illustrates a vision for the Oak Grove Park over the coming decades. The drawing is not meant to serve as a guide to construction; in fact, the plan itself does not require the Town of Medway or any landowner to do anything with their property. Rather, the plan provides a favorable development scenario for this Urban Renewal District that provides for existing uses while setting a framework for future reinvestment and civic enhancements.

For the purpose of illustrating this vision, the Oak Grove Park Concept Plan anticipates a balanced and incremental approach to growth. The plan calls for three distinct districts including the Oak Grove Village Center, the Oak Grove Business Park, and the Oak Grove Neighborhood. Each district is enhanced with vibrant open spaces, and linked together through a network of attractive streets, multipurpose paths, and walking trails.

The general goals of Oak Grove Park are to: establish a vibrant gateway for Medway; provide opportunities for business growth and economic development; facilitate reinvestment in vacant and underutilized property; allow for mixed commercial uses and "lifecycle" housing choices for a range of households in all income, age, size, and family type; and create a lively pedestrian environment where people can gather. Oak Grove Park will be a place where people can live, work, and play.



Proposed Zoning

- The Oak Grove area will be divided into three subdistricts: Oak Grove Village Center, Oak Grove Business Park, and Oak Grove Neighborhood
- Each subdistrict will have a list of allowed uses in the Zoning Bylaw Schedule of Uses and a set of standards and regulations

Oak Grove Park Subdistricts

- Oak Grove Village Center (OGVC)
- Oak Grove Business Park (OGBP)
- Oak Grove Neighborhood (OGN)
- Transitional Buffer Zone

Streets, Pathways, Trails

- P Trotter Drive
- V Village Center Street
- N Neighborhood Street
- A Access Street
- Multi-Use Pathway
- Walking Trail

OAK GROVE PARK

Regulating Plan
Version 5.0

June 14-2019



0 290 580 1,160 1,740 2,320 Feet

Map created 7-2-2019 by Fran V Hutton Lee - GIS Coordinator, Town of Medway, MA

Sources: Esri, HERE, DeLorme, Intermap, increment P Corp., GEBCO, USGS, FAO, NPS, NRCAN, GeBCO, IGN, Kadaster NL, Ordnance Survey, Esri Japan, METI, Esri China (Hong Kong), Swisstopo, Mapbox India, ©

Form Based Zoning

- ❖ Form based zoning is somewhat different than conventional zoning
- ❖ It includes site standards, building standards, street standards, and requirements for outdoor amenity spaces

Site Standards

- These include parking placement, which encourages parking to the rear of buildings and encourages streetscapes
- Landscaping
- Utilities
- Pedestrian access is emphasized

Building Standards

- Building placement, including setbacks, requiring buildings in the Village to be located closer to the sidewalk
- Building types
- Building height
- Building usage
- Building design standards

Table 2.4.C.1.B. Mixed-Use & Commercial Building Types and Design Standards			
1. Building Types and Definitions			
		Mixed Use Building (MUB)	General Commercial Building (GCB)
1.1 Definition		A building that typically accommodates a variety of ground floor commercial uses and upper floor residential and/or office uses at a scale that is compatible and complimentary to its given district.	A building that typically accommodates a variety of ground floor commercial uses and upper floor office uses, or all office uses, at a scale that is compatible and complimentary to its given district. GC Buildings do not include residential uses.
2. Lot Standards			
2.1	Lot Size (S.F.) (Min.)	Not Required	Not Required
2.2	Frontage (Min./Max.)	50 Ft. Min.	50 Ft. Min.
2.3	Front Yard Build-To-Zone (Min./Max.)	0 Ft. / 20 Ft.	0 Ft. / 20 Ft.
2.4	Side Yard Setback (Min.)	10 Ft. (0 Ft if Common Wall)	10 Ft. (0 Ft if Common Wall)
2.5	Rear Yard Setback (Min.)	20 Ft.	15 Ft.
2.6	Outdoor Amenity Space Lot Coverage (Min.)	15%	10%
3. Design Standards			
3.1	Building Height (Max.)	4 Stories /40 Ft.	3 Stories/40 Ft.
3.2	Street Facing Wall Width (Min./Max.)	30 Ft. / 150 Ft.	30 Ft. / 100 Ft.
3.4	Street Facing Entrance	Required	Required
3.5	Maximum Building Footprint (SF)	20,000 SF	20,000 SF
4. Additional Standards			
4.1		One-story buildings must have a minimum street facing façade height of 18 feet.	One-story buildings must have a minimum street facing façade height of 18 feet.
4.2		Where there is a side setback, a minimum of 8 feet is required to accommodate pedestrian access or 25 feet to accommodate vehicle access to the side and rear of the property.	Where there is a side setback, a minimum of 8 feet is required to accommodate pedestrian access or 20 feet to accommodate vehicle access to the side and rear of the property.

Development Standards

- Development Types: General Commercial, General Industrial, General Residential, Mixed Use, Pocket Neighborhood
- Parking, landscaping, sustainable design, site improvements – based on existing town regulations

Village Center

- ❑ Located along Milford Street
- ❑ Mix of commercial, retail, service, cultural, recreational, and residential
- ❑ Allowed: hotel, multi-family, mixed-use, restaurant, inn, studio, gallery, service, offices, retail, brew pub, florist
- ❑ Prohibited: single and two family, warehouse, industrial, automotive repair

Business Park

- ❖ Located along both sides of Trotter Drive
- ❖ Purpose: to facilitate development for commercial, light industrial, and related
- ❖ Allowed: Retail, office, service, wholesale, manufacturing, research and development, studio, indoor amusement
- ❖ Prohibited: residential, agricultural, inn, funeral home, marijuana facilities

Neighborhood

- For residential development
- Allowed: Multi-family, row houses, cottage colonies, civic, agricultural, home occupations, bed and breakfast
- Prohibited: Commercial, retail, business, industrial, offices

OAK GROVE ZONING OUTLINE

SECTION 5. USE REGULATIONS

AMEND:

Table 1 - Schedule of Uses

- ✓ Oak Grove Village Center
- ✓ Oak Grove Business Park
- ✓ Oak Grove Neighborhood

TABLE 1: SCHEDULE OF USES

	FORM-BASED DISTRICTS		
	OGVC	OGBP	OGN
D. BUSINESS USES			
<i>Retail Trade</i>			
Retail bakery (Added 11/16/15)	Y	Y	N
Retail sales	Y	Y	N
Retail store larger than 20,000 sq. ft.	PB	PB	N
Retail sales, outdoors	N	PB	N
Shopping center/multi-tenant development	PB	PB	N
Auto parts	N	N	N
Florist	Y	Y	N
Indoor sales of motor vehicles, trailers, boats, farm equipment	N	PB	N
<i>Hospitality and Food Services</i>			
Restaurant providing food within a building	Y	Y	N
Restaurant providing live entertainment	Y	Y	N
Brew pub	Y	Y	N
Bed and breakfast	Y	N	PB
Inn	Y	N	N
<i>Cultural and Entertainment Uses</i>			
Studio	Y	Y	N
Museum	Y	PB	N
Movie theatre/cinema	Y	PB	N
Theatre	Y	PB	N
Gallery	Y	PB	N
Commercial indoor amusement	Y	Y	N
<i>Professional Uses and Financial Services</i>			
Financial institution	Y	Y	N
Professional or business office	Y	Y	N
<i>Services</i>			
Personal care service establishments	Y	Y	N
Service establishment (amended 11-13-17)	Y	Y	N
Doggie day care	N	Y	N
Repair shop	Y	Y	N
Furniture Repair	N	Y	N
Educational/instructional facility, commercial	Y	PB	N
Funeral home	N	N	N
Veterinary hospital	N	PB	N
Kennel	N	PB	N
Medical office or clinic	Y	Y	N
Adult day care facility, subject to Section 8.5	N	N	N
<i>Automotive Uses</i>			
Car wash	N	PB	N
Vehicle fuel station with convenience store	PB	N	N
Vehicle repair	N	Y	N
Auto body shop	N	Y	N
<i>Accessory Uses</i>			
Outdoor display	Y	Y	N
Outdoor storage of materials and parking of vehicles	N	PB	N

Street Standards

- Complete streets
- Sidewalk standards and uses
- Streetscapes
- On-street parking and use of parking spaces for “parklets”
- In the Village area, businesses may use public engagement areas

SECTION 9 - OAK GROVE PARK ZONING DISTRICTS

9.7 PUBLIC REALM STANDARDS

A. Purpose

B. Street & Pathway Design Standards

1. Construction Standards
 2. Design Standards
 3. Vehicle Travel Lanes
 4. On-Street Parking Lanes

5. Sidewalks.
6. Parking Lane
7. Curb Extensions (Bulb-Outs)
8. Street Trees.
9. Driveway and Sidewalk Crossings.
10. Multi-Use Pathways and Walking Trails

C. Public Realm Interface

1. Building Frontage Zones
2. Building Interface within ROW
3. Parklets
4. Pedestrian Passages
5. Signs


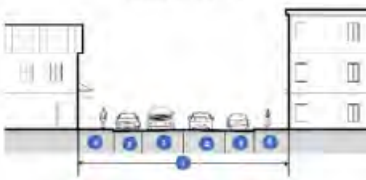
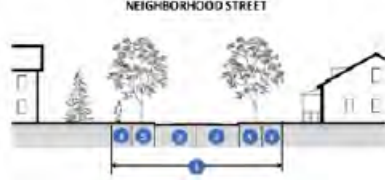
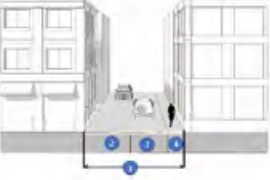
TABLE 9.7.B.10. – STREET AND PATHWAY DESIGN STANDARDS		
Street Component		
	Trotter Drive	Village Center Street
① Street Right-Of-Way	50 Ft. Minimum	50 Ft. Minimum
② Travel Lane	12 Ft.	11 Ft.
③ Parking Lane	Prohibited	8 Ft. (Option on one or both sides of the street)
④ Sidewalks		
4A. Public Frontage Zone	Optional (4' min. if provided)	Optional (4' Min. if Provided)
4B. Walkway Zone	5 Ft. Minimum both sides of street	5 Ft. Minimum both sides of street
4C. Furnishing & Utility Zone	Optional (4' min. if provided)	4 Ft. Minimum both sides of street
⑤ Tree Belt	8 Ft. Minimum	Optional (4' Min. if Provided)
⑥ Multi-Use Pathway	Optional on 60' Min. ROW; 10 Ft. Min. if Provided and 12' Optimal	Prohibited

TABLE 9.7.B.10. – STREET AND PATHWAY DESIGN STANDARDS		
Street Component		
	Neighborhood Street	Access Street
① Street Right-Of-Way	40 Ft. Minimum	25 Ft. Minimum
② Travel Lane	11 Ft.	10 Ft.
③ Parking Lane	Not required	Prohibited
④ Sidewalks		
4A. Public Frontage Zone	Prohibited	Prohibited
4B. Walkway Zone	5 Ft. Minimum both sides	1 Side/5 Ft. Minimum
4C. Furnishing & Utility Zone	Prohibited	Prohibited
⑤ Tree Belt	5 Ft. Minimum	Prohibited
⑥ Multi-Use Pathway	Optional	Prohibited

SECTION 9 - OAK GROVE PARK ZONING DISTRICTS

9.7 PUBLIC REALM STANDARDS

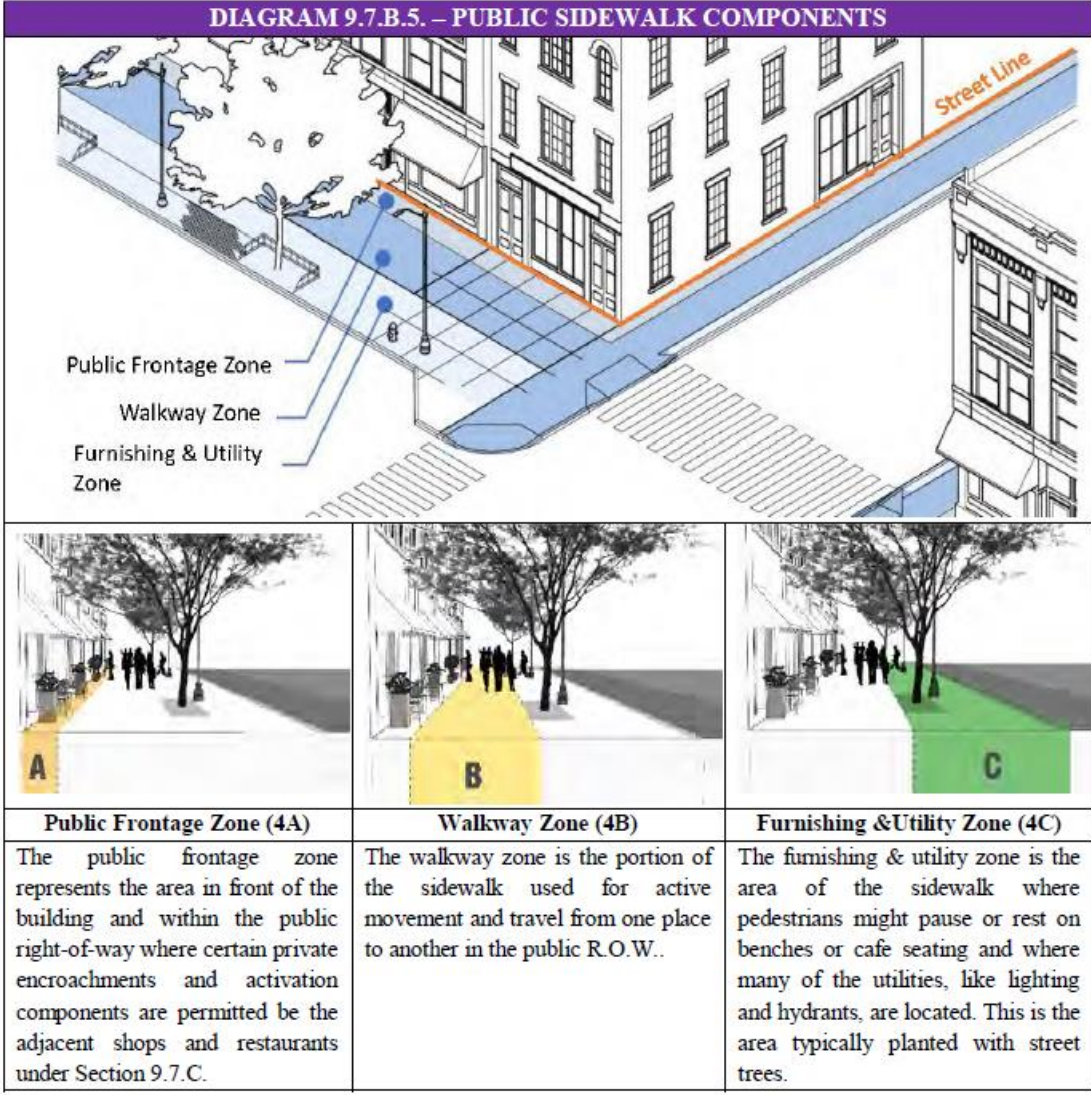
A. Purpose

B. Street & Pathway Design Standards

- 1. Construction Standards
- 2. Design Standards
- 3. Vehicle Travel Lanes
- 4. On-Street Parking Lanes
- 5. Sidewalks.
- 6. Street Enhancement Zones
- 7. Curb Extensions (Bulb-Outs)
- 8. Street Trees.
- 9. Driveway and Sidewalk Crossings.
- 10. Multi-Use Pathways and Walking Trails

C. Public Realm Interface

- 1. Building Frontage Zones
- 2. Building Interface within ROW
- 3. Parklets
- 4. Pedestrian Passages
- 5. Signs



SECTION 9 - OAK GROVE PARK ZONING DISTRICTS

9.7 PUBLIC REALM STANDARDS

A. Purpose

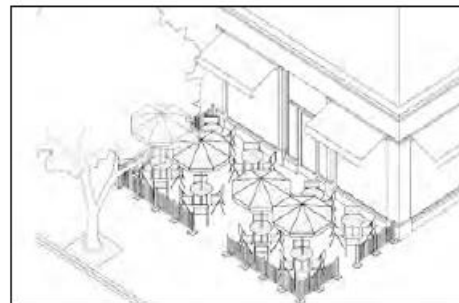
B. Street & Pathway Design Standards

1. Construction Standards
2. Design Standards
3. Vehicle Travel Lanes
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C. Public Realm Interface

1. Building Frontage Zones
2. Building Interface within ROW
3. Parklets
4. Pedestrian Passages
5. Signs

DIAGRAM 9.7.C.1. – BUILDING FRONTAGE ZONES



Outdoor Amenity Spaces

- Each building type requires a certain amount of outdoor amenity space
- Three kinds: civic space, publicly oriented private space, or private space
- Outdoor amenity spaces include courtyards, gardens, pathways, pocket parks, playgrounds, rooftop terraces

TABLE 9.10.A.1 - OAK GROVE VILLAGE CENTER DEVELOPMENT STANDARDS						
1. BUILDING TYPES & PROPERTY USES			3. BLDG & PUBLIC FRONTAGE INTERFACE			
Building Types: See Section 9.4, Table 9.4.C.1			See Section 9.7.C.; Table 9.7.C.2			
1.	Cottage	N	1.	Sidewalk Dining	P	
2.	Rowhouse	P	2.	Storefront Display	P	
3.	Multi-Family Building	P	3.	Sidewalk Sign	P	
4.	Hotel	P	4.	Projecting Sign	P	
5.	General Commercial Building	P	5.	Awning	P	
6.	Mixed Use Building	P	6.	Balcony	P	
7.	Fabrication or Flex Building	P	7.	Bay Window	P	
8.	Civic or Community Building	P	8.	Gallery	SP	
9.	Gas Station and Convenience Store	SP				
10.	Other Approved by PEDB	SP				
Property Uses: See Section 5.4, Table 1						
2. OUTDOOR AMENITY SPACES			4. DEVELOPMENT TYPES			
See Section 9.6.; Table 9.6.B.1.			See Section 9.5.B			
1.	Neighborhood Park or Preserve (CS, POPS)	P	1.	Pocket Neighborhood (PN)	N	
2.	Common or Green (CS, POPS)	P	2.	Mixed Use Development (MUD)	P	
3.	Athletic Field or Ball Court (CS, POPS)	P	3.	General Residential Development (GRD)	P	
4.	Pathway (CS)	P	4.	General Industrial Development (GID)	N	
5.	Pedestrian Passage (CS, POPS)	P	5.	General Comm. Development (GCD)	P	
6.	Community Garden (CS, POPS, PS)	P				
7.	Forecourt (POPS, PS)	P				
8.	Courtyard (POPS, PS)	P				
9.	Plaza or Square (CS, POPS)	P	5. OTHER DESIGN STANDARDS SPECIFIC TO THE DISTRICT			
10.	Pocket Park or Playground (CS, POPS, PS)	P				
11.	Outdoor Dining (POPS)	P				
12.	Rooftop Terrace (POPS, PS)	P				
13.	Private Yard (PS)	P				
14.	Dooryard	P				
15.	Other Approved by PEDB	SP				
N - Prohibited; P - Permitted by Right; SP - Special permit required from PEDB						

1. BUILDING TYPES & PROPERTY USES						
Building Types: See Section 9.4, Table 9.4.C.1						
1.	Cottage	N		3. BLDG & PUBLIC FRONTAGE INTERFACE		
2.	Rowhouse	P		See Section 9.7.C.; Table 9.7.C.2		
3.	Multi-Family Building	P		1.	Sidewalk Dining	P
4.	Hotel	P		2.	Storefront Display	P
5.	General Commercial Building	P		3.	Sidewalk Sign	P
6.	Mixed Use Building	P		4.	Projecting Sign	P
7.	Fabrication or Flex Building	P		5.	Awning	P
8.	Civic or Community Building	P		6.	Balcony	P
9.	Gas Station and Convenience Store	SP		7.	Bay Window	P
10.	Other Approved by PEDB	SP		8.	Gallery	SP
Property Uses: See Section 5.4, Table 1						
2. OUTDOOR AMENITY SPACES			4. DEVELOPMENT TYPES			
See Section 9.6.; Table 9.6.B.1.			See Section 9.5.B			
1.	Neighborhood Park or Preserve (CS, POPS)	P		1.	Pocket Neighborhood (PN)	N
2.	Common or Green (CS, POPS)	P		2.	Mixed Use Development (MUD)	P
3.	Athletic Field or Ball Court (CS, POPS)	P		3.	General Residential Development (GRD)	P
4.	Pathway (CS)	P		4.	General Industrial Development (GID)	N
5.	Pedestrian Passage (CS, POPS)	P		5.	General Comm. Development (GCD)	P
6.	Community Garden (CS, POPS, PS)	P				
7.	Forecourt (POPS, PS)	P				
8.	Courtyard (POPS, PS)	P		5. OTHER DESIGN STANDARDS SPECIFIC TO THE DISTRICT		
9.	Plaza or Square (CS, POPS)	P				
10.	Pocket Park or Playground (CS, POPS, PS)	P				
11.	Outdoor Dining (POPS)	P				
12.	Rooftop Terrace (POPS, PS)	P				
13.	Private Yard (PS)	P				
14.	Dooryard	P				
15.	Other Approved by PEDB	SP				
N - Prohibited; P - Permitted by Right; SP - Special permit required from PEDB						

OAK GROVE URBAN RENEWAL PROJECTED DEVELOPMENT

■ Total Development By Type

Proposed Use	Square Footage	# of Parking Spaces	Lot Size (Acres)
Commercial/Restaurant	12,000	40	2.04
Commercial/Hotel	60,000	250	3.24
Commercial Office and/or Retail	207,000	647	6.41
Commercial/Day Care	20,000	66	2.31
Flex Space/Office/Retail	97,000	370	8.3
Research and Development	36,000	135	3.55
Industrial	35,000	120	11.7
Multi-family Residential ¹	110 DU	240	9.63
Total	467,000	1,868	47.18

1. Multi-family Residential is expressed in terms of Dwelling Units (DU) rather than square footage.

Projected Tax Impact

Assessed Value	Use	Square Footage
\$1,921,600	Restaurant	
\$6,000,000	Hotel	
\$10,000,000	Commercial, Office and/or Retail	207,000SF
\$5,000,000	Commercial, Office and/or Retail	90,000SF
\$2,000,000	Research/Development	
\$49,500,000	Multifamily Residential	
\$74,421,600	Total Value	
0.01697	Tax Rate	
\$1,262,934.00	Potential Tax Dollars	

Questions?

