

TABLE A

Roxbury Neighborhood District  
Use Regulations in Nonresidential Subdistricts

Key: A = Allowed, C = Conditional, F = Forbidden  
For definitions of use categories and certain specific uses, see Article 2A.

	Economic Development Areas			Neighborhood Shopping Subdistricts		Community Facilities Subdistricts	Industrial Development Areas
	Greater Roxbury Bsmt. & First Story	Second Story & Above	Dudley Square Bsmt. & First Story	Bsmt. & First Story	Second Story & Above		
<u>Banking and Postal Uses</u>							
Automatic teller machine	A	A	A	A	A	A	A
Bank	A	A	A	A	A	C	A
Bank, drive-in	A	A	A	A	A	C	A
Post office	A	A	A	A	A	A	A
<u>Community Uses</u>							
Adult education center	A	A	A	A	A	A	C
Community center	A	A	A	A	A	A	C
Day care center	A	A	A	A	A	A	A
Day care center, elderly	A	A	A	A	C	A	F
Library	A	A	A	C	A	A	A
Place of worship	A	A	A	A	A	A	A
Residence for members of religious order	A	A	A	C	A	A	A
<u>Cultural Uses</u>							
Art gallery	A	A	A	A	A	C	C
Art metal craft shop	A	A	A	A	A	C	A
Auditorium	A	A	A	A	A	C	C
Museum	A	A	A	A	A	A	C
Museum	A	A	A	A	A	C	C
Music store	A	A	A	A	A	C	C
Musical instrument repair	A	A	A	A	A	C	A
Public art display space	A	A	A	A	A	C	C

TABLE A - Continued

	Economic Development Areas			Neighborhood			Community Facilities Subdistricts	Industrial Developm Areas
	Greater Roxbury Bsmt. & First Story	Second Story & Above	Dudley Square Bsmt. & First Story	Second Story & Above	Shopping Subdistricts Bsmt. & First Story	Second Story & Above		
<u>Cultural Uses (cont'd)</u>								
Studio, arts	A	A	A	A	C	C	C	A
Studio, production	A	A	A	A	C	C	C	A
Theatre	A	A	A	A	C	C	C	C
Ticket sales	A	A	A	A	A	C	C	C
<u>Dormitory and Fraternity Uses</u>								
All (see Article 2A)	C	C	C	C	C	C	F	F
<u>Educational Uses</u> <sup>1</sup>								
College or university	C	C	C	C	F	F	C	F
Elementary or secondary school	C	C	C	C	C	C	A	C
Kindergarten	C	C	C	C	A	A	A	C
Professional school	C	C	C	C	C	C	A	A
Trade school	C	C	C	C	C	C	A	A
<u>Entertainment Uses</u>								
Adult entertainment	F	F	F	F	F	F	F	F
Amusement game machines in commercial establishment	C	C	C	C	F	C	A	C
Amusement game machines in noncommercial establishment	F	F	F	F	F	F	F	F
Bar	C	C	C	C	F	F	F	C
Bowling alley	C	C	C	C	F	F	F	C
Billiard parlor	A	A	A	A	C	C	F	C
Concert hall	A	A	A	A	C	C	A	C
Dance hall	C	C	C	C	C	C	C	C
Dance-in theatre	C	C	C	C	F	F	F	C
Drive-in theatre	F	F	F	F	C	C	C	F
Private club not serving alcohol	C	C	C	C	C	C	C	C

TABLE A - Continued

	Economic Development Areas				Neighborhood		Community Facilities Subdistricts	Industrial Development Areas
	Greater Roxbury Bsmt. & First Story	Second Story & Above	Dudley Square Bsmt. & First Story	Second Story & Above	Shopping Subdistricts Bsmt. & First Story	Second Story & Above		
<u>Entertainment Uses (cont'd)</u>								
Private club serving alcohol	C	C	C	C	C	C	C	C
Restaurant with entertainment	C	C	C	C	C	C	F	C
Social, recreational, or sports center	A	A	A	A	C	C	F	C
<u>Eunerary Uses</u>								
Cemetery	C	F	C	F	C	F	F	F
Cemetery extension	C	F	C	F	C	F	F	F
Columbarium	C	F	C	F	C	F	F	C
Crematory	C	F	C	F	C	F	F	C
Funeral home	C	C	C	C	C	C	F	C
Mortuary chapel	C	F	C	F	C	F	F	C
<u>Health Care Uses</u>								
Clinic	A	A	A	A	C	A	C	C
Custodial care facility	C	C	C	C	C	C	C	F
Group care residence, general	C	C	C	C	C	C	C	F
Hospital	C	C	C	C	F	F	C	C
Nursing or convalescent home	A	A	C	C	C	C	A	F
<u>Hotel Uses</u>								
All (see Article 2A)	A	A	C	A	F	F	F	F
<u>Industrial Uses</u>								
Art use	A	A	A	A	A	A	A	A
Artists' mixed-use	A	A	C	C	A	A	A	A
Cleaning plant	F	F	F	F	F	F	F	A
General manufacturing use	F	F	F	F	F	F	F	A

TABLE A - Continued

	Economic Development Areas			Neighborhood			Community Facilities Subdistricts	Industrial Developm Areas
	Greater Roxbury	Dudley Square	Shopping Subdistricts					
	Bsmt. & First Story	Second Story & Above	Bsmt. & First Story	Second Story & Above	Bsmt. & First Story	Second Story & Above		
<u>Industrial Uses (cont'd)</u>								
Industrial use	F	F	F	F	F	F	F	A
Light manufacturing use	F	F	F	F	F	F	F	A
Printing plant	A	A	A	A	A	A	A	A
Restricted industrial use	F	F	F	F	F	F	F	C
<u>Office Uses</u>								
All (see Article 2A)	A	A	A	A	C	A	F	A
<u>Open Space Uses</u>								
Golf driving range	F	F	F	F	F	F	F	C
Grounds for sports, private	C	C	C	C	C	C	C	C
Open space	A	A	A	A	A	A	A	C
Open space recreational building	A	A	A	A	A	A	A	C
Outdoor place of recreation for profit	C	C	C	C	C	C	C	C
Stadium	C	C	C	C	C	C	C	C
<u>Public Service Uses</u> <sup>1</sup>								
Automatic telephone exchange	A	A	A	A	A	A	A	A
Courthouse	A	A	A	A	C	C	A	A
Fire station	A	A	A	A	C	C	A	A
Penal institution	F	F	F	F	C	C	F	A
Police station	A	A	A	A	C	C	A	A
Pumping station	A	A	A	A	C	C	A	A
Recycling facility (excluding toxic waste)	C <sup>3</sup>	C <sup>3</sup>	C <sup>3</sup>	C <sup>3</sup>	C <sup>3</sup>	C <sup>3</sup>	C <sup>3</sup>	F <sup>3</sup>
Solid waste transfer station	F	F	F	F	C	C	F	F <sup>3</sup>
Substation	C	C	C	C	C	C	C	A
Telephone exchange	C	C	C	C	C	C	C	A

TABLE A - Continued

	Economic Development Areas				Neighborhood		Community Facilities Subdistricts	Industrial Develop Areas
	Greater Roxbury Bsmt. & First Story	Second Story & Above	Dudley Square Bsmt. & First Story	Second Story & Above	Shopping Bsmt & First Story	Subdistricts Second Story & Above		
<u>Research and Development Uses</u>								
All (see Article 2A)	A2	A2	C	C	C	C	C	A2
<u>Residential Uses</u>								
Elderly housing	A	A	C	C	C	C	A	F
Group residence, limited	A	A	C	A	C	A	A	F
Homeless shelter	A	A	C	A	C	A	A	F
Lodging house	A	A	C	A	C	A	A	F
Mobile home	F	F	F	F	F	F	C	F
Mobile home park	F	F	F	F	F	F	C	F
Multifamily dwelling	A	A	C	A	C	A	A	F
One-family detached dwelling	A	A	C	A	C	A	A	F
One-family semi-attached dwelling	A	A	C	A	C	A	A	F
Orphanage	A	A	C	A	C	A	A	F
Row house	A	A	C	A	C	A	A	F
Temporary dwelling structure	A	A	C	A	C	A	A	F
Three-family detached dwelling	A	A	C	A	C	A	A	F
Town house	A	A	C	A	C	A	A	F
Transitional housing	A	A	C	A	C	A	A	F
Two-family detached dwelling	A	A	C	A	C	A	A	F
Two-family semi-attached dwelling	A	A	C	A	C	A	A	F
<u>Restaurant Uses</u>								
Restaurant, drive-in	C	F	F	F	F	F	F	A
Restaurant	A	A	A	A	A	A	F	A
Take-out restaurant								
Small <sup>4</sup>	A	C	A	C	A	F	F	A
Large <sup>5</sup>	C	C	C	C	C	F	F	A

TABLE A - Continued

	Economic Development Areas				Neighborhood		Community Facilities Subdistricts	Industrial Developm Areas
	Greater Roxbury Bsmt. & First Story	Second Story & Above	Dudley Square Bsmt. & First Story	Second Story & Above	Shopping Subdistricts Bsmt. & First Story	Second Story & Above		
<u>Retail Uses</u> <sup>6</sup>								
Adult bookstore	F	F	F	F	F	F	F	F
Bakery	A	A	A	A	A	A	F	A
General retail business	A	A	A	A	A	A	F	A
Liquor store	C	F	C	F	C	F	F	A
Local retail business	A	A	A	A	A	A	F	A
Outdoor sale of garden supplies	A	A	A	A	A	A	F	A
<u>Service Uses</u> <sup>6</sup>								
Animal hospital	C	C	C	C	C	C	F	C
Barber or beauty shop	A	A	A	A	A	A	F	A
Caterer's establishment	A	A	A	A	A	A	F	A
Dry-cleaning shop	A	A	A	A	A	A	F	A
Kennel	A	A	A	A	A	A	F	F
Laundry	A	A	A	A	A	A	F	A
Photocopying establishment	A	A	A	A	A	A	F	A
Self-service laundry	A	A	A	A	A	A	F	A
Shoe repair	A	A	A	A	A	A	F	A
Tailor shop	A	A	A	A	A	A	F	A
<u>Storage Uses, Major</u>								
Outdoor storage of new materials	F	F	F	F	F	F	F	A
Outdoor storage of damaged or disabled vehicles	F	F	F	F	F	F	F	C
Outdoor storage of junk and scrap	F	F	F	F	F	F	F	F
Storage of certain materials	F	F	F	F	F	F	F	F
Storage of flammable liquids and gases	F	F	F	F	F	F	F	A <sup>7</sup>
Storage or transfer of toxic waste	F	F	F	F	F	F	F	F
Warehousing	F	F	F	F	F	F	F	A
Wrecking yard	F	F	F	F	F	F	F	C
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TABLE A - Continued

	Economic Development Areas				Neighborhood		Community Facilities Subdistricts	Industrial Develop. Areas
	Greater Roxbury Bsmt. & First Story	Second Story & Above	Dudley Square Bsmt. & First Story	Second Story & Above	Shopping Subdistricts Bsmt. & First Story	Second Story & Above		
<u>Trade Uses</u>								
Carpenter's shop	A	A	A	A	A	C	F	A
Electrician's shop	A	A	A	A	A	C	F	A
Machine shop	A	A	A	A	A	C	F	A
Photographer's studio	A	A	A	A	A	C	F	A
Plumber's shop	A	A	A	A	A	C	F	A
Radio/television repair shop	A	A	A	A	A	C	F	A
Taxidermist shop	F	F	F	F	F	F	F	A
Upholsterer's shop	A	A	A	A	A	C	F	A
Welder's shop	A	A	A	A	A	C	F	A
<u>Transportation Uses</u>								
Airport								
Bus terminal	F	F	F	F	F	F	F	F
Garage with dispatch	A	A	A	A	A	F	F	C
Helicopter landing facility	F	F	F	F	F	F	F	C
Motor freight terminal	F	F	F	F	F	F	F	C
Rail freight terminal	F	F	F	F	F	F	F	C
Railroad passenger station	C	C	C	C	C	F	F	A
<u>Vehicular Uses</u>								
Carwash <sup>8</sup>	C	F	C	F	C	F	F	A
Gasoline station <sup>8</sup>	C	F	C	F	C	F	F	A
Indoor sale and installation of automotive parts	C	C	C	C	F	C	F	A
Indoor sale of automobiles and trucks	C	C	C	C	F	C	F	A
Outdoor sale of new and used vehicles	C	C	C	C	C	F	F	A

TABLE A - Continued

	Economic Development Areas				Neighborhood		Community Facilities Subdistricts	Industrial Developm Areas
	Greater Roxbury Bsmt. & First Story	Second Story & Above	Dudley Square Bsmt. & First Story	Second Story & Above	Shopping Subdistricts Bsmt. & First Story	Second Story & Above		
<u>Vehicular Uses (cont'd)</u>								
Parking garage <sup>9</sup>	A	A	C	C	C	C	C	C
Parking lot <sup>9</sup>	C	C	C	C	C	C	C	C
Rental agency for cars	C	C	C	C	C	C	C	C
Rental agency for trucks	C	C	C	C	C	C	C	C
Repair garage <sup>8</sup>	C	F	C	F	C	F	F	A
Truck or bus servicing or storage	C	F	F	F	F	F	F	C
<u>Wholesale Use</u>								
Wholesale business	C	C	C	C	F	F	F	A
<u>Accessory and Ancillary Uses</u>								
Accessory amusement game machines (not more than four) in commercial or noncommercial establishment	C	C	C	C	C	C	F	F
Accessory art use	A	A	A	A	A	A	A	A
Accessory clinic or offices for hospital	C	C	C	C	F	F	F	C
Accessory dormitory	F	F	F	F	F	F	F	C
Accessory drive-through restaurant	F	F	F	F	F	F	F	C
Accessory drive-through retail	F	F	F	F	F	F	F	C
Accessory family day care home	A	A	A	A	A	A	A	F
Accessory home occupation	A	A	A	A	A	A	A	F
Accessory industrial use	F	F	F	F	F	F	F	C
Accessory keeping of animals	C	C	C	C	F	F	F	F
Accessory keeping of laboratory animals	C	C	C	C	F	F	F	F
Accessory machine shop	F	F	F	F	F	F	F	A



TABLE A - Continued

	Economic Development Areas			Neighborhood Shopping Subdistricts			Community Facilities Subdistricts	Industrial Developme Areas
	Greater Roxbury Bsmt. & First Story	Second Story & Above	Dudley Square Bsmt. & First Story	Second Story & Above	Shopping Subdistricts Bsmt. & First Story	Second Story & Above		
Accessory manufacture of products	F	F	F	F	F	F	F	A
Accessory office of university	C	C	C	C	F	F	C	F
Accessory outdoor cafe	A	A	A	A	C	C	F	F
Accessory parking	A	A	A	A	A	A	A	F
Accessory personnel quarters	A	A	C	A	A	A	F	F
Accessory professional office in a dwelling	A	A	A	A	A	A	F	F
Accessory railroad storage yard	F	F	F	F	A	A	F	F
Accessory repair garage	C	C	C	C	F	F	C	C
Accessory scientific laboratory	C	C	C	C	F	F	C	C
Accessory services for apartment and hotel residents	A	A	A	A	F	F	F	C
Accessory services incidental to educational uses	C	C	C	C	F	F	C	C
Accessory services incidental to hospitals	C	C	C	C	F	F	C	C
Accessory storage of flammable liquids incidental to lawful use	A	A	A	A	A	A	A	A
Accessory swimming pool or tennis court	A	A	A	A	A	A	F	C
Accessory truck or bus servicing or storage	C	F	F	F	F	F	F	C
Accessory use ordinarily incident to a main use	A	A	A	A	A	A	A	A
Accessory wholesale business	C	C	C	C	C	C	C	C
Ancillary use	C	C	C	C	C	C	C	C

TABLE A - Continued

Footnotes

1. Provided that the requirements of St. 1956, c. 665, S.2, where applicable, are met.
2. Provided that such Research and Development Use or Institutional Use is subject to the Guide for the Care and Use of Animals of the National Institutes of Health, the Animal Welfare Act, and other federal regulations pursuant to the act, and the Public Health Service Policy on Humane Care and Use of Laboratory Animals; otherwise C.
3. Except that on-site improvement, such as enclosure of materials and the like, to a legally existing facility is C.
4. Total gross floor area not more than 2,500 square feet per use.
5. Total gross floor area exceeding 2,500 square feet per use.
6. Notwithstanding that such use is designated as A, it is C if merchandise is sold or displayed out-of-doors or if such establishment is open to the public after midnight or before 6:00 a.m.
7. A, if thirty thousand (30,000) gallons or less of flammable liquids or of ten thousand (10,000) cubic feet or less of gases; F, if exceeding those amounts.
8. Provided that all washing, painting, lubricating, and making of repairs is carried on inside a building; that such establishment is sufficiently sound insulated to confine all noise to the lot; that all flashing, fumes, gases, smoke, and vapor are effectively confined to the lot; and that there is no outdoor storage of damaged, disabled, or unregistered motor vehicles for a period of more than one month; otherwise F.
9. If such use is located in the Restricted Parking District, it is C and subject to the provisions of Section 6-3A as well as Sections 6-2, 6-3, and 6-4; except that parking accessory to a Residential or related Use (see Table H) is A.
10. Provided that it is more than four (4) feet from every lot line, and in the case of a swimming pool, that it is protected by a six (6) foot high fence with a gate which is locked from the outside, and that if the pool is within ten (10) feet of a lot line, the fence is concealing to a height of at least six (6) feet.

TABLE G

**Roxbury Neighborhood District  
Dimensional Regulations in Industrial Development Areas**

	<u>Newmarket IDA</u>	<u>Grove Hall IDA</u>
Maximum Floor Area Ratio	2.0	2.0
Maximum Building Height	65	65
Minimum Lot Size	none	none
Minimum Lot Area Per Additional Dwelling Unit	none	none
Minimum Usable Open Space (Square Feet per Dwelling Unit)	50	50
Minimum Lot Width	none	none
Minimum Lot Frontage	none	none
Minimum Front Yard <sup>2</sup>	none <sup>1</sup>	none <sup>1</sup>
Minimum Side Yard <sup>3</sup>	none	none
Minimum Rear Yard	12	12

## Footnotes

1. See Section 50-40 (Specific Design Requirements).
2. In a required front yard in an Industrial Development Area, no plaza, terrace, or public access to a basement (other than required by the State Building Code) shall be below the grade of the nearest sidewalk unless, subject to the provisions of Article 6, the Board of Appeal grants permission therefor.

In an Industrial Development Area, every front yard required by this article shall, along every lot line on which such yard abuts, be at grade level; and every rear yard so required and every side yard so required which does not abut a street line shall, along every lot line on which such yard abuts, be at a level no higher than the level of the lowest window sill in the lowest room designed for human occupancy, or so occupied, and relying upon natural light or natural ventilation from windows opening on such yard.

3. In an Industrial Development Area, no side yard is required except in the case of a lot with a side lot line abutting a Residential Subdistrict, which shall have side yards as if it were in such abutting district.