

A photograph of a park scene. In the foreground, there is a paved road with shadows of trees cast across it. A wooden fence runs across the middle ground. Behind the fence, there is a grassy area with a playground featuring yellow and blue equipment. Several trees are visible, including some with white blossoms and others with green leaves. In the background, a building with a sign that says "HARRY LAMBERT LUNCH" is visible. The sky is clear and blue.

# **MASTER PLAN CREATIVE PLACEMAKING PLAN**

## **VILLAGE OF RIDGEFIELD PARK 2024**

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## INTRODUCTION

What is a “place”? In land use terms, it is the location where buildings and development are accomplished and where an area for gathering can be provided.

But, what is a place without people? It is people that give the place life, vibrancy and sustainability. Without people gathering and creativity, places are just empty spaces. As Shakespeare said in “Coriolanus” “The people

ARE the City”, meaning it is the people together with the created spaces that constitute “placemaking”. Without people in public spaces providing art, culture and community engagement, these spaces are empty shells.



## PURPOSE

The purpose of the placemaking plan is to make a better community. It does this through promotion of the arts and instilling a creative environment throughout the Village. The goal is to make the Village’s neighborhoods and the overall community the ideal place to live, work and play.



It is universally agreed that fostering the arts has a positive influence on community values. The creation of places, streets, private and public spaces that welcome, inspire and enhance our quality of life with the Village is essential. A further goal is to encourage discussion and of art that is thought provoking and inspiring.

The purpose of this plan is not to specifically plan for specific art and cultural activities but to encourage a wide range of planning for cultural enrichment. The decisions and the living plan should be the function of the Village citizens and the various stakeholders throughout the municipality.

## PLACEMAKING OBJECTIVES FOR THE VILLAGE

### Stimulate Existing Places to be Vibrant

Bringing existing spaces to life through the scheduling of public activities and events. The objective is to have people gather and communicate through the arts. This is



particularly effective through live performances and events and the implementation of murals on existing buildings.

### BRING ART AND CULTURE INTO BUILT ENVIRONMENT

Install art exhibits and cultural events at public and private buildings that can bring assimilate people and architectural design to enhance the public's awareness of buildings and inject art into the fabric of architectural design.

### Inject Cultures and Ethnic Activities into the Community

The Village is a diverse mix of cultures and ethnic backgrounds. This plan would encourage the celebration of various ethnic groups through events and exhibits. The Village has a growing Hispanic population and cultural events are supported in the Plan.



### Support Businesses in the Main Street Area

The Main Street / Mt. Vernon Street downtown is a strong and vibrant local shopping destination. This plan promotes the creation of a strong cultural and arts program within the downtown area that can draw people to the shops and restaurants here. That attraction should be not only from within the Village but to the surrounding communities where art and cultural activities can be partnered.

## STAKEHOLDERS

### The Artists

Ridgefield Park has a wide range of talent in the arts. These artists include painters, sculptures, musicians, dancers, actors, writers and poets. From a cultural perspective, people of all types have been involved in the creative placemaking process, including

business entrepreneurs, shop owners, residents of the Village, foodies and athletes. This list is not complete, however, and a list of cultural assets in the Village, both people, organizations, and places are listed in Appendix A.

### Local Organizations

Many institutions and organizations are involved in the cultural activities of the Village. These include:

#### Government –

|  |                          |
|--|--------------------------|
| Board of Commissioners                   | Village DPW              |
| Fourth of July Committee                 | Environmental Commission |
| Historic Preservation Commission         | Board of Recreation      |
| Board of Education                       | Shade Tree Commission    |
| Village Police, EMS and Fire Departments |                          |

#### Quasi-Public Organizations

|                                  |                             |
|----------------------------------|-----------------------------|
| Ridgefield Park Arts Association | Village Chamber of Commerce |
| Women's Club                     | Garden Club                 |
| Writers Club                     | Boy and Girl Scouts         |

#### Civic Organizations

|             |                     |
|-------------|---------------------|
| Elks Club   | Knights of Columbus |
| Free Masons |                     |

#### Religious Institutions

|                                      |                               |
|--------------------------------------|-------------------------------|
| First Presbyterian Church            | St. Francis R.C. Church       |
| First Baptist Church                 | First United Methodist Church |
| Bethesda Presbyterian Church         | OCM Grace Church              |
| International Bible Community Church | Han Moory Presbyterian Church |
| New Fountain Church                  | Omega Mission Korean Church   |
| Living Hope, A/G                     |                               |

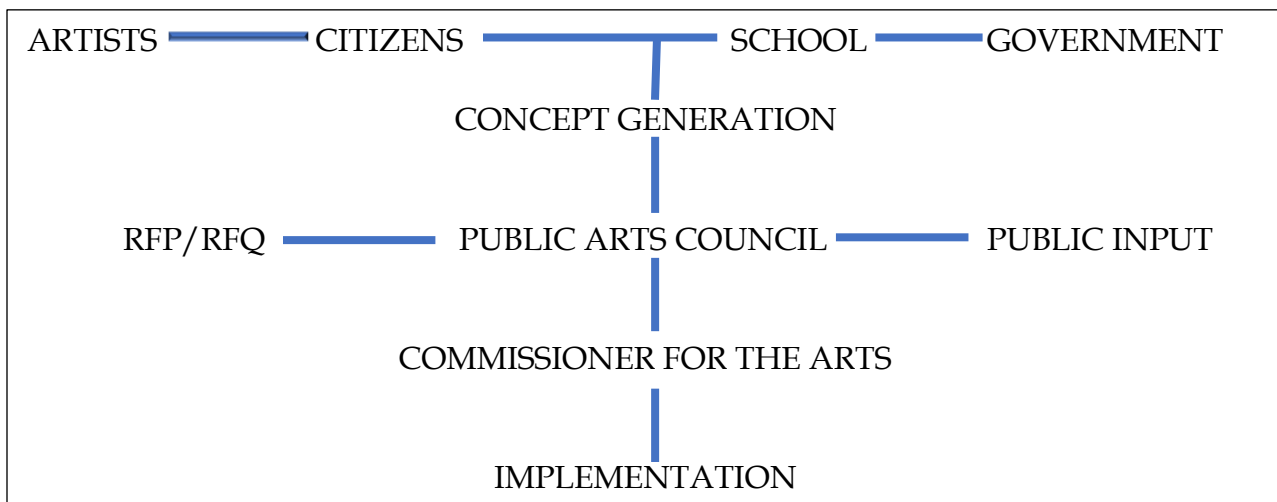


## PROCESS OF PLACEMAKING

Many organizations need to be involved in the creative placemaking process. This includes all the organizations listed above and the overall population, both business and residents within the Village. This process must be all inclusive to garner as much of a diverse collection of opinions and ideas. This approach brings the entire community into the placemaking process.



The organizational structure for the decision of artworks, events, programs and performances lies ultimately with the Board of Commissioners. The process of art approval should be implemented as displayed in the chart below.



The process starts with an idea or suggestion, or program put forth by an organization, individual or government agency. That idea grows through the discussion of its alternatives and concepts that results in a conceptual plan or program.

Then the Public Arts Council which would be involved from the beginning, would guide the process as the program develops and ultimately would take control and be responsible for approval of the program or specific art project or performance under consideration.

Finally, under this process, the Commissioner for the Arts would have the ability to influence the process and the outcome of the program. The Commissioner would possess the power to veto or require reconsideration from the Public Arts Council.



Under this arrangement, the Public Arts Council would consist of representatives of the community that would bring various points of view to the process and be “art conscious”. However, the Council would also include residents that would represent the broader base of the Village population.

Though should also be given to establishing an inventory of established and “certified” artists in particular sub-fields of art, music and

craftsmanship. For each project the artist selection process would be more streamlined by having such an inventory. The Public Arts Council would generally be the body conducting the application process for “certification”. Of course, the selection process can be done through requests for qualifications (RFQ) or for proposals (RFP). This can be done on a project basis and can be tailored towards the particular art category required for the project.

#### RELATIONSHIP TO MASTER PLAN

The Village Master Plan of 2022 includes a section entitled “Public Arts Plan”. The Plan discusses the benefits of social interaction, community gathering and cultural identity through promotion of the arts.

The Plan outlined the value of public art as an essential component to community placemaking. The list included:

- Achieving a sense of community and a sense of place in gathering areas like downtown and the Village parks.



- Enhancing the quality of life in residential areas, particularly the established neighborhoods and including the multi-family projects in the Challenger Road area.
- Strengthening the connection between neighborhoods through the celebration of cultural events.
- Increasing the social and human value of the commercial areas through art and cultural displays.
- In an aging population, providing art throughout the pedestrian walkways and areas of gathering such as the riverfront park system to create peaceful and calming areas of rest and relaxation.
- Incorporating art as an integral component of the open space plan.



- Providing spaces for cultural events in and around the Main Street / Mt. Vernon Street areas.
- Continuing the July 4<sup>th</sup> parade event, which is clearly the most valuable cultural event within the community.
- Creating an environment and a regulatory component that will encourage artists to live and work within the Village and

- make their art accessible to the public through public and private spaces.
- Create and prepare a comprehensive public arts and cultural resource master plan element that will allow a more extensive discussion of arts and culture within the community as well as a more detailed plan for the Village's future cultural resource areas.
- Subsequent to this master plan preparation, prepare the appropriate regulatory ordinances that would encourage and provide the framework for art and culture in the Village.

The Master Plan recommended that placemaking activities through public art be directed to the downtown area of the Village and to the Village parks. The Village parks have the necessary components to achieve community gathering, social and art events and the sense of place within the larger community.



The downtown area has achieved some of the community gathering benefits through the promotion of art and particularly the dedication of the Grove Street area at Main Street to be used for performances and social interaction. The placemaking plan will continue to encourage dedicating spaces for art and community interaction by:

- Utilizing existing underutilized spaces within the downtown for placemaking
- Creating new spaces through the redevelopment process for establishing placemaking areas.

Areas around the downtown area that could be considered for placemaking and art/cultural activities involve parking lots owned or controlled by the Village, parking areas owned privately that could support activities and existing spaces within the streetscape areas of Main Street and Mt. Vernon Street.

Through the redevelopment process, spaces can be created within the redevelopment area to support community gathering. The incentives for redevelopment must be considered in requesting dedicated spaces. However, the design of any project can include a program for the creation of plazas, patios, streetscape landscape, sitting areas and furniture to enhance the installation of public art and community gathering.

## ZONING /PLACEMAKING CONNECTION /ARTS AND CULTURE ZONE



Subsequent to the Master Plan adoption in April of 2022, the Village Zoning and Development Regulations were amended. With the amendment, a new section entitled “Arts and Cultural Resources Overlay Zone”. The zone reflected the recommendation of the Master Plan to provide locations for artists and artisans to set up work spaces and live/work environments. These locations were within the downtown area and also within the industrial areas of the Village.

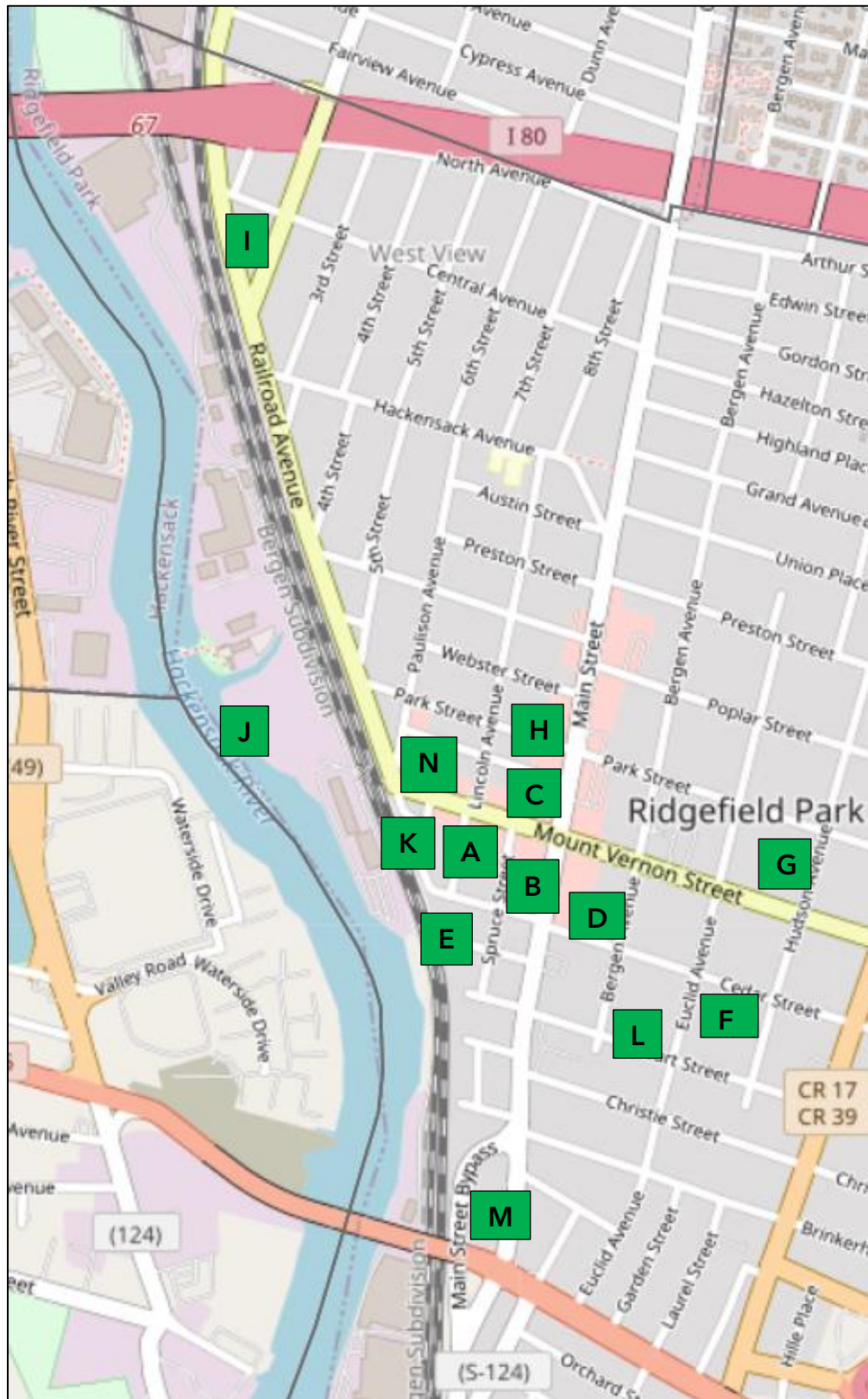
One of the objectives of the zone was to enhance the placemaking ability of the downtown area by supporting the use of spaces for art and cultural activities together with livable spaces for the arts community.

### IDENTIFY EXISTING PLACES

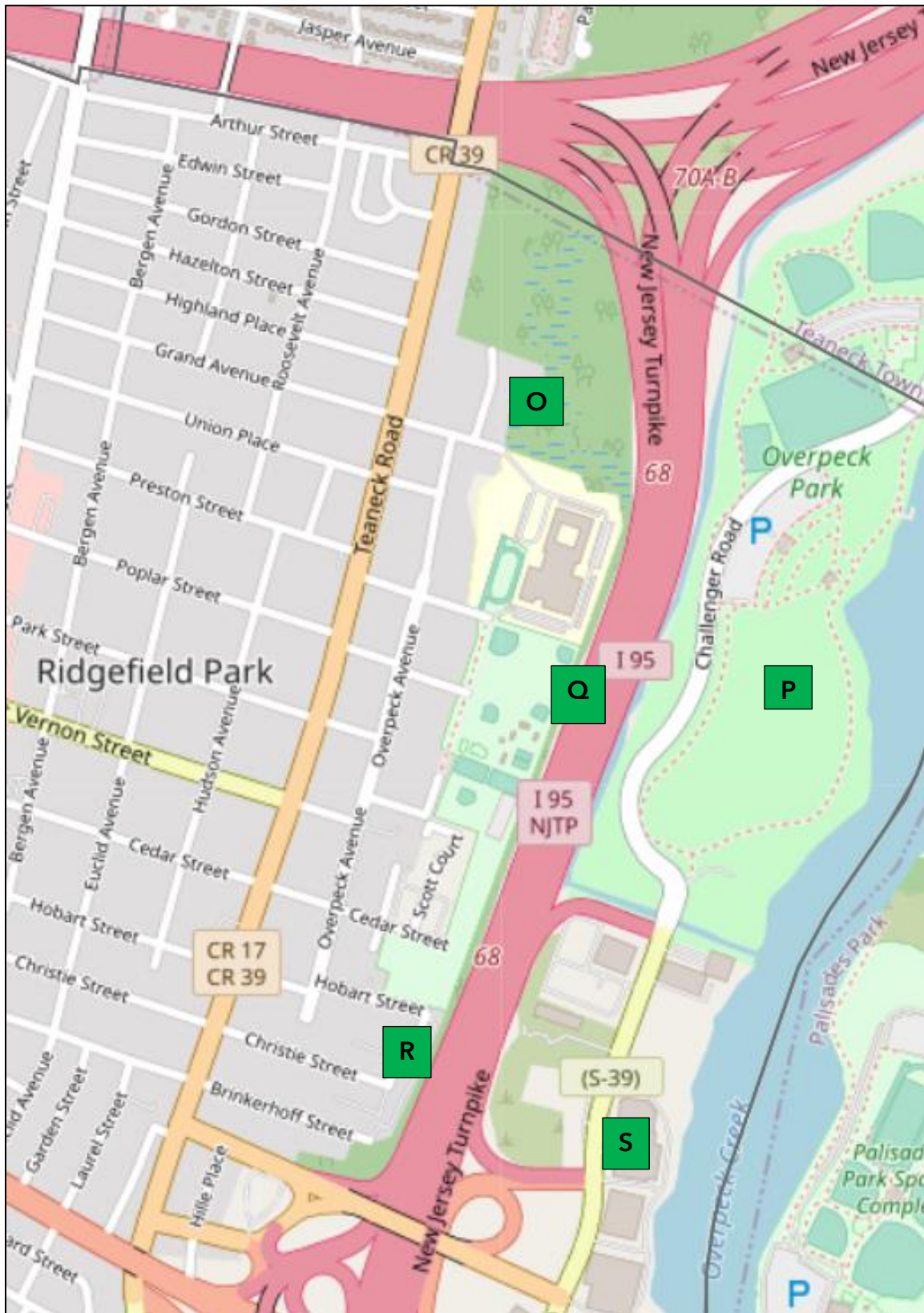
The maps below locate the existing places within the Village. They include parks, quasi-public venues and street locations. This is not necessarily an exhaustive list since locations for art and “places” can be found and created.



## RIDGEFIELD PARK CULTURAL ASSETS MAP NORTH AND WEST



## RIDGEFIELD PARK CULTURAL ASSETS MAP NORTH AND EAST



## RIDGEFIELD PARK CULTURAL ASSETS MAP SOUTH



### Map Legend

- |                                      |                                 |
|--------------------------------------|---------------------------------|
| A- Mt. Vernon Street                 | B. Main Street                  |
| C. Grove Street                      | D. Cedar Street Parking Lot     |
| E. Elks Club                         | F. Ridgefield Park Library      |
| G. Ridgefield Park Senior Center     | H. Village Hall                 |
| I. Hunter Park                       | J. DPW Park                     |
| K. Frank White Park/Station Plaza    | L. Fellowship Park / Garden     |
| M. Brewster Park                     | N. Vogt Park                    |
| O. Nature Preserve                   | P. Overpeck County Park         |
| Q. Veterans Park/High School Complex | R. Hobart St. Park/Village Pool |
| S. Challenger Road                   | T. Chestnut Street Park         |
| U. McGowan Park/Garden               | V. Ferris Park                  |

## PLACEMAKING PLAN

### VILLAGE-WIDE PLACEMAKING

The entire Village has the opportunity to create “places” and to establish a “sense of place” at numerous locations. The “sense of place” is where you feel that the area you are in has a special quality or set of attributes that make you feel you are within a unique setting. It can be an existing park that suggests a particular story to you personally or that tells a story about the community, its history or its culture. All of the existing places identified in the map above qualify as placemaking opportunities or have the ability to increase their existing placemaking vibe.

### THE MURAL PROGRAM



One of the most elemental and visual representations of art within the community is the creation and display of wall murals. Murals can be of any size but are mostly the conversion of standard walls and flat surfaces into works of art. They can range from telling a story about the community to a totally abstract impression of the future. Murals can invoke a wide-ranging debate over their effectiveness and

interpretation. However, that is the point; to encourage a discussion and the message the particular mural is projecting.

Murals can be permanent or temporary works of art on exposed walls that can be maintained for many years. Murals can also be of a less permanent nature by mounting the mural on removable materials that are then attached to walls. These “temporary” murals can then be interchanged with new murals or be moved to various locations in the view of the community and Village representatives. Temporary murals



also offer the ability of a wide range of artists to participate in the murals program by limiting the time each mural is displayed.

The placemaking plan does encourage the appropriate implementation of murals where existing building walls can offer a visual landscape to the wider community. The existing locations for murals include the following but by no means is limited to Grove Street near Main Street

- The Lincoln Ave. side of the Hardware Store on Mt. Vernon Street
- The Route 46 underpass on Teaneck Road
- Restaurant Wall at Hobart Place and Mt. Vernon St.
- Grove Street at Main Street

## FOCUS AREAS FOR PLACEMAKING EFFORTS

Several areas of the Village provide increased opportunities for continuation of placemaking programs and also provide some challenges in so doing.

### VILLAGE CENTER PLACEMAKING



This area has been discussed above and could be the focal point for the placemaking program together with the existing parks in the Village. The opportunity to provide art and artistic performance venues is substantial. Overall, the downtown focus would be to upgrade the streetscape with sidewalk improvements, street furniture, trees and art throughout Main and Mt. Vernon Streets. Many opportunities exist for music and other stage performance-based art

as well as for street fairs and events as is currently being done on Grove Street. Finally, the redevelopment of some of the downtown parcels provides an opportunity to dedicate space for art and street amenities.

Objectives of the Main/Mt. Vernon Streets Plan include:

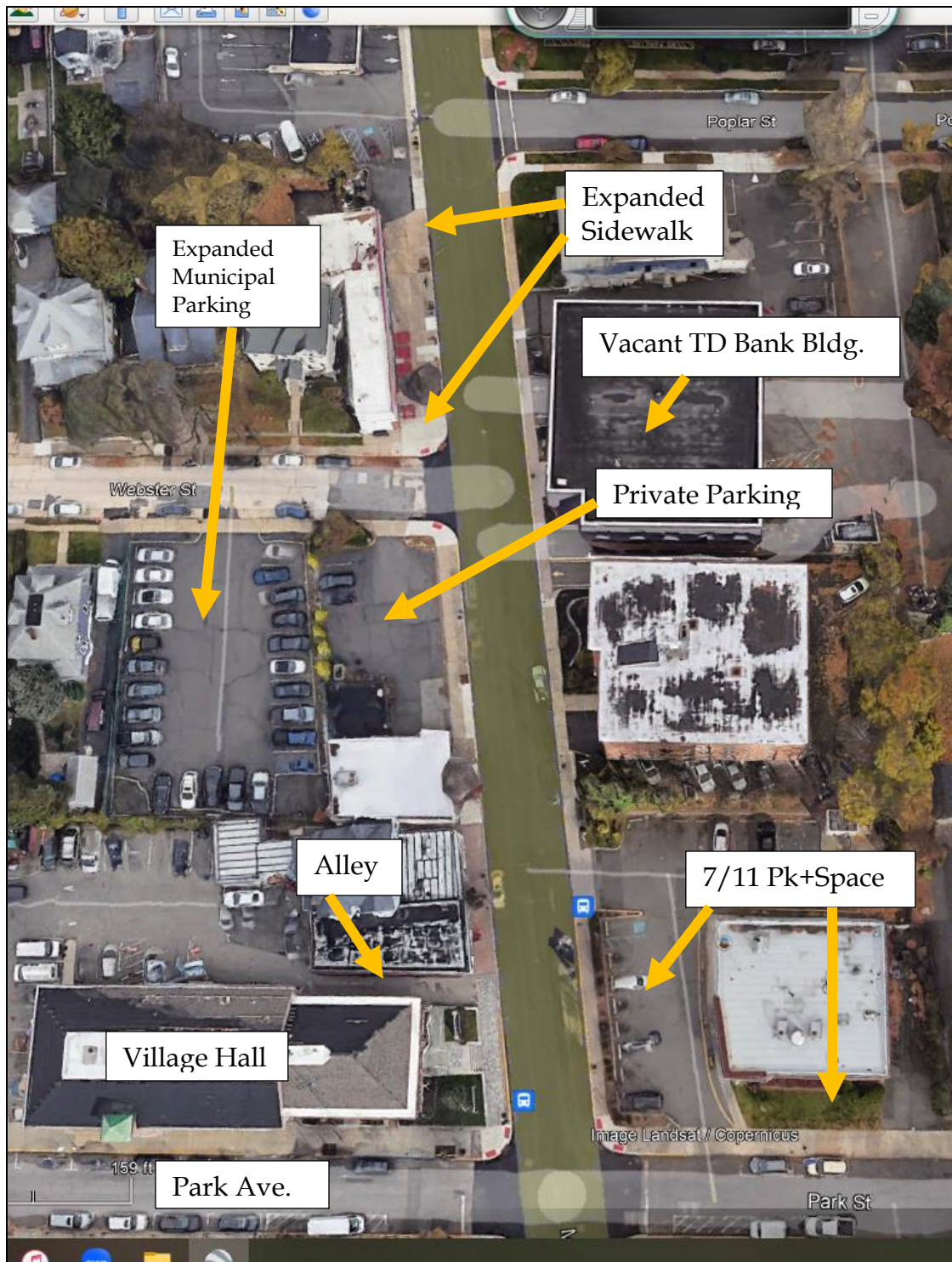
- Enhancing the overall downtown area with art and events that will encourage residents and visitors to make the downtown a vibrant and active location.
- Continue to expand the range of events and activities at the Grove Street Plaza
- Provide an opportunity for “pop-up” art exhibits and cultural displays in vacant storefronts.

- Expand where possible small pocket parks for sitting, gathering and for the display of art or music performances.
- Work with redevelopment building projects to dedicate gathering and areas for placemaking.
- Use of street side parking lots for events and displays including live performances.
- Use the Village parking lot on Cedar Street for cultural events and farmers' market.
- Continue to support "busking" in the downtown area for spontaneous performances and excitement.
- Consider a crosswalk art event to paint the major crosswalks on Main Street
- Expand the mural program as described above.
- Expand the programs to the nearby churches and private institutions i.e. Methodist and Catholic churches, the Elks Club, etc.
- Consider use of currently empty buildings. For example, the Boswell Building on Mt. Vernon St. and the TD Bank building on Main Street. Also, some of the smaller shops along the south side of Mt. Vernon Street.









## VILLAGE PARKS PLACEMAKING

The Village Parks are a vital component of the placemaking goals and objectives. They are the most frequent location where residents and visitors gather for recreation, sports and special events. The multiplicity of events is endless with respect to the opportunity for expanded art and cultural activities. Some of these activities that promote placemaking include:

- Recreational events that are supported by the individual park.
- Village sponsored art, music and theatrical events.
- Community and Neighborhood based cultural events in the parks.
- Board of Education based events and activities in the school athletic fields and school buildings.
- Expansion of McGowan Park into the VFW building and grounds.



- Expansion of the Riverfront Park system along the Hackensack River and Overpeck Creek.
- Continued event planning at the Senior Center
- Collaborate with the County to expand the use of Overpeck County Park for arts and cultural events.

## CHALLENGER ROAD PLACEMAKING

The office park at Challenger Road has a mix of offices, senior day care, hotel and theatre. The park will soon have a multi-family residential building at 95 Challenger Road which will incorporate 216 apartment units.

The combination of a significant daytime population together with hotel guests, theatre goers and full-time residents provides an opportunity for placemaking. Some of the existing building sites have space that can be utilized for art and cultural activities. The close proximity to Overpeck County Park enhances this opportunity by drawing people to the park and from the park to various venues within the office park.

In addition, two other residential projects have been approved at 60 and 64 Challenger Road. Together, these projects will provide over 1,000 new residential multi-family units. However, it may take some time for these projects to be constructed and it may be possible to stage outdoor events (i.e. outdoor markets) on these sites.

The office park is also the corporate headquarters for “Samsung” electronics. The plan would encourage the company to become proactive in developing programs and activities within the office park whether through sponsorship of funding programs.



## FUNDING MECHANISMS TO SUPPORT PLACEMAKING

Establishing places for art and cultural activities will involve the funding of programs and events. This includes contracting for art and artists, staging events, equipment acquisition and even insurance needs. Thus far, the municipal government has dedicated funding for these events and several organizations, i.e. Ridgefield Park Arts Association, funds its sponsored events. However, a dedicated and perpetual funding mechanism is essential to create and maintain a viable placemaking program.

These mechanisms include:

- Grants from Federal and State and Non-profit organizations.
- Donations and endowments from private and corporate entities.
- Utilizing a portion of the Open Space tax rate collected with property taxes.
- Having contributions to placemaking as part of the redevelopment process and application process.

The Village has a grants consultant to search out available grants for various purposes. Donations and endowments can be an important funding source from individuals and business that can be one-time events or a recurring stream of funding for annual events or on-going programs.

Utilization of a portion of the open space portion of the tax collection system should be discussed. The open space tax is generally utilized to acquire parkland. Whether it can also be used for programs within the parkland may provide a unique opportunity.

Providing placemaking reservations in the redevelopment and development process should also be discussed. Such set asides can be through the dedication of space in a building or on the site or through establishing a dedicated funding program.

APPENDIX I  
ARTS AND CULTURE OVERLAY ZONE  
VILLAGE OF RIDGEFIELD PARK  
ZONING ORDINANCE

## **§96-6.18 ARTS AND CULTURAL RESOURCES OVERLAY ZONE**

### **A. Purpose**

The purpose of this zoning ordinance section is to establish an overlay zone that will work concurrently with the existing zone plan to foster the implementation of arts and cultural activities into the zoning scheme of the Village of Ridgefield Park

The arts and cultural overlay zone will allow an arts district that will benefit from a mixed-use environment, where both workspace and living space is available. Mixed-use neighborhoods encourage walkable neighborhood centers and corridors, with a mix of residential and compatible non- residential uses. Buildings may contain vertical mixed-use as well as single purpose uses designed to provide transitions to adjacent lower density residential areas.

The intent of the zone is to provide for two levels of development/use intensity that is appropriate: low intensity mixed art bases uses are integrated into the downtown commercial district (C-1H zone) and a small portion of the R-2 zone adjacent to the downtown district. Higher intensity art and artisan-based uses are encouraged in the industrial zones (I-2 and I-3). The Open Space zone district (OS) will permit outdoor art and cultural activities.

The industrial mixed-use zoning district will encourage the reuse of older industrial buildings where a variety of other non-industrial uses, such as live/ work dwellings and working with certain raw materials such as concrete and steel/iron would be appropriate.

### **B. Applicability**

The boundaries of the overlay zone can generally be described as the along Main and Mt. Vernon Streets in the C-1H zone and the area to the south of Mt. Vernon Street including Lincoln and Spruce Streets as well as the south side of Park Street and the north side of Grove Street from Main Street to Lincoln Ave. In addition, the properties on the south side of Grove Street from Main Street to Paulison Ave. are included in the overlay zone.

The second area is the I-3 zone along Railroad Ave. and the I-3 zone (proposed) along Bergen Turnpike. Finally, the C-2 zone along Winant Avenue and Ridgefield Avenue are included in the zone.

### **C. Definitions**

#### **ART GALLERY**

A commercial establishment that engages in the sale, loan, and/or display of paintings, sculpture, photography, video art, or other works of art. An art gallery does not include uses such as a library, museum, or non-commercial gallery that may also display paintings, sculpture,

video art, or other works of art.

#### ARTIST EXCHANGE

Land and structures used as a meeting place, retreat, and exhibition center for the exchange of ideas between artists, members of the professional art community, and the general public, which may provide exhibition space, work space, meeting space, lecture halls, performance space, and sculpture parks, as well as living and dining facilities for the staff, artists, and participants in the center's retreat programs.

#### ARTISTSTUDIO–GENERAL

A studio for artist activities, such as painting, sculpture, photography, or video art, with little to no outside impacts.

#### ARTS STUDIO - COMMERCIAL

A commercial establishment where an art, type of exercise, or activity is taught, practiced, or studied, such as dance, martial arts, photography, music, painting, gymnastics, or yoga. An Arts Studio– Commercial may have performance-space related to the classes taught on-site.

#### CULTURAL FACILITY

A facility open to the public that provides cultural services and facilities including, but not limited to, museums, cultural centers, historical societies, and libraries operated by a public, private, or nonprofit organization.

#### CULINARY STUDIO

A use where kitchen facilities are utilized to test and formulate various food preparation recipes and menus on a moderate scale. Such facilities may sell food prepared to the general public but may not have any facilities to consume food on-site. Test kitchens and ghost kitchens are similar uses.

#### FARMERS' MARKET

A temporary marketplace offering fresh fruits, vegetables, juices, flowers, plants, herbs, and spices produced or grown by vendors, and baked goods, dairy goods, meats, and prepared foods made by vendors, and crafts made by vendors for sale, including vendors that have taken such items on consignment for retail sale.

#### INDUSTRIAL ARTISAN TRADES AND STUDIOS

Artists or artisans that require the use of heavy machinery, welding or industrial materials or require the extensive use of outdoor storage of materials or art works. Metalworking, furniture making and refurbishing and woodworking are examples of such uses. The place where such activities occur is an industrial artisan

studio.

#### LIVE ENTERTAINMENT

Any one or more of any of the following that is performed live by one or more persons, whether or not done for compensation and whether or not admission is charged: musical act, including karaoke, theatrical act, including stand-up comedy, play, revue, dance, magic act, disc jockey, or similar activity. Live entertainment is conducted in conjunction with another use, such as a restaurant or bar, where such other use is open for business even when there are no performances scheduled and/or maintains hours of operation distinct from times of scheduled performances. Live entertainment does not include any form of entertainment related to an adult use or sexually-oriented business.

#### LIVE PERFORMANCE VENUE

A facility for the presentation of live performances, including musical acts, theatrical plays or acts, including stand-up comedy and magic, dance clubs, and disc jockey performances using vinyl records, compact discs, computers, or digital music players. A live performance venue is only open to the public when a live performance is scheduled and does not include any form of entertainment related to an adult use or sexually-oriented business.

#### LIVE/WORK STUDIO

A structure combining a dwelling unit with a non-residential use permitted in the zoning district in which the structure is located that is principally used by one or more of the residents. A live/work dwelling may also include the combination of a dwelling unit with arts-related activities, such as painting, photography, sculpture, music, and film, principally used by one or more of the residents.

#### MICRO-DISTILLERY

A facility for the production and packaging of alcoholic beverages in quantities not to exceed 12,000 gallons per year and may include a tasting room. A tasting room allows customers to taste samples of products manufactured on site and purchase related sales items. Sales of alcohols manufactured outside of the facility are prohibited. A separate liquor license is required for sales of alcohols manufactured on site.

#### MICRO-BREWERY

A facility for the production and packaging of malt beverages of low alcoholic content for wholesale distribution, with a capacity of less than 15,000 barrels per year and may include a tasting room. A tasting room allows customers to taste samples of products manufactured on site and purchase related sales items. Sales of alcohols manufactured outside of the facility are prohibited.

## MURALS

Painting, sculpture or mosaic that is applied to or affixed on a wall or ceiling, typically large.

## MOVIE STUDIO

Facilities for the production of motion pictures and film, including stages, exterior sets, film laboratories, sound recording facilities, construction, repair and storage facilities, caretaker and temporary housing, related commercial vehicles, and accessory fabrication activities.

## MUSEUMS

An institution devoted to the procurement, care, study and display of objects of lasting interest or value. Such uses are open to the public and may charge a fee for entrance.

## RECORDING AND REHEARSAL STUDIO

A facility for sound recording and mixing and/or rehearsal space.

## TEMPORARY OPEN-AIR MARKET

A temporary outdoor public marketplace where goods are sold, such as flea markets, arts and crafts fairs, and art fairs.

## TEMPORARY OUTDOOR ENTERTAINMENT VENUES

A temporary live entertainment site where entertainment events, such as the performance of live music, revue, or play within an outdoor space take place.

## TEMPORARY MOBILE FOOD ESTABLISHMENT

A vehicle-mounted food establishment, where food preparation and service are housed in a truck or a trailer, typically called a food truck. Such uses are only permitted within Temporary Open-Air Markets, Entertainment Venues and Farmers Markets.

## TEMPORARY STOREFRONT GALLERY

A temporary gallery within storefront windows where artwork is displayed to the public.

## D. Uses in the Arts and Culture Overlay Zone

Properties located in the Arts and Culture Zone are shown on the accompanying map. These zones include portions of the Residential Zones (R-2 district), Business zones (C-1H and C-2 districts) and Industrial zones (I-2 and I-3 districts).

### (1) Principal Art and Cultural Uses permitted in the R-2/Arts zone

- (a) Home based visual arts including art studios, painting, indoor sculpture, photography, and low impact activities, music arts within an enclosed structure, music instruction,

graphic design studios, home based fashion design, film and animation studios.

(b) Art galleries in accessory structures

(c) Live/Work Studios within in single family structures (not two-family units) within the principal structure or accessory structure

(2) Principal Art and Cultural Uses permitted in the C-1H/Arts zone

(a) Commercial art studios, except no industrial artisan trades

(b) Art galleries and shops

(c) Cultural Facilities

(d) Theatre art venues and studios

(e) Live performance venues

(f) Culinary Art studios

(g) Live/Work Studios throughout the zone, but only above retail shops on Main Street

(h) Farmers Markets

(i) Museums

(j) Temporary Open-Air Markets and store-front galleries

k) Temporary Outdoor Venues

(3) Principal Uses permitted in the Industrial District (I-2/Arts and I-3/Arts)

(a) All the uses permitted in the C-1H zones.

(b) Industrial artisan trades and sculpture studios

(c) Music recording and rehearsal studios

(d) Micro-breweries and micro-distillery facilities.

(e) Movie Studios, film production and processing.

(f) Live/Work Studios

E. Use Standards – Live/Work Studios

(1). All uses shall obtain approval of the use and facilities from the Village Planning Board. An application for the use and site shall be filed with the Planning Board office. No occupancy of a live/workspace shall commence without a Planning Board approval and a certificate of occupancy from the Village Building Department.

(2). Applications for live workspaces in the C-1H, I-2 and I-3 Art zones shall include artist or artisan resumes, certificates, licenses and membership in art, artisan or craft organizations. The intent of this section is to ensure that the Village is encouraging artists to advance their professions and to avoid providing studios to people who have art as a hobby.

F. Performance Standards

(1). Live/Work Studios in the R-2 Zone

(a). Live/Work Uses are limited to those areas of the R-2 zone within the Arts

and Cultural Overlay Zone. Live/Work Studios are not permitted in the R-1 and R-2 zones outside of the Overlay Zone.

(b). Live/Work studios are only permitted within single-family homes in the R-2/ Arts zone. Studios are not permitted in two-family homes or in accessory buildings on properties with two-family homes.

(c). The work component of this use must be located within a fully enclosed principal or accessory building owned or occupied by the resident artist.

(d). No processes or equipment may be used that creates undue noise, vibration, glare, fumes, or odors detectable off the property. Outdoor storage of materials, equipment and vehicles (as art or restoration projects) is prohibited.

(e). The maximum floor area of the work component within the dwelling unit may not exceed 40% in the R-2 zone.

(f). If the work area is located in an accessory structure the entirety of the first floor of the accessory structure may be used for the art or artisan work area.

(g). No more than 2 non-resident employees may be present at any one time during the hours of operation.

(h). Hours of operation of the work component that are open to the public are limited to the hours of 10 AM to 6 PM Monday through Saturday.

## 2). Live/Work Studios in the C-1H Zone

(a). Live/Work Uses are limited to those areas of the C-1H zone within the Arts and Cultural Overlay Zone.

(b). Work studios are only permitted within the retail spaces on the first floor of buildings in the C-1H zone with the live component located on the second floor. Live/Work Studios are not permitted above the second floor or within accessory buildings.

(c). In the C-1H zone, the residential component of the Studio may be located on the first floor to the rear of the retail/work portion of the studio if the live/workspace exceeds 1,000 square feet. In this case, no more than 50% of the space may be used for living space.

(d). No processes or equipment may be used that creates undue noise, vibration, glare, fumes, or odors detectable off the property. Outdoor storage of materials, equipment and vehicles (as art or restoration projects) is prohibited.

(e). The maximum floor area of the work component within the unit may not exceed 40% of the total live/workspace. The live space shall have a minimum size of 500 square feet and shall include kitchen and bath facilities.

## 3). Live/Work Studios in the I-2 and I-3 Zones

(a). Live/Work Uses are limited to those areas of the I-2 and I-3 zones within

the Arts and Cultural Overlay Zone.

(b). Live/Work Studios are permitted in principal and accessory buildings.

(c). The maximum floor area of the work component within the live /work studio may not exceed 60% of the total studio space.

(d). The residential space shall have a minimum size of 500 square feet and shall include kitchen and bath facilities.

(e). No processes or equipment may be used that creates undue noise, vibration, glare, fumes, or odors detectable off the property.

(f). Outdoor storage of materials, equipment and vehicles (as art or restoration projects) is permitted within enclosed areas that are visually screened from the street and from adjoining properties.

#### 4). Live Performance Venue

(a). Live performance venues must submit the following impact management plans:

(1) A loading management plan.

(2) A security and safety plan.

(3) A noise abatement plan.

(4) Live performance venues must submit the following operation plan:

(5) The anticipated hours of operation when performances are scheduled.

(6) Intended use of amplification and noise attenuating techniques to be used.

(7) The size of the establishment and the size, location and configuration of the performance area within the establishment.

(8) Maximum occupancy loads.

(9) If the live performance venue plans an increase in intensity, such as an expansion of floor area, increase in live performance area, or increase in permitted occupancy, the impact management and operation plans must be updated and resubmitted for approval. Revised impact management plans and operation plans must be approved prior to the issuance of any permits.

#### 5). Temporary Uses

(a). Any temporary use permitted within the Arts and Cultural Overlay Zone shall obtain approval from the Village Planning Board as described above.

(b). The use shall submit an application for approval which shall include a site plan showing the location of the use, off-street parking and facilities to be used by the public.

- (c). The use shall also submit a management plan detailing the following:
  - (1) The on-site presence of a manager during hours of operation who shall direct the operations and all participants [vendors, performers, exhibitors].
  - (2) An established set of operating rules addressing the governance structure of the event, hours of operation, maintenance, and security requirements.
  - (3) General layout of [vendor stalls, performance areas, exhibition areas], visitor facilities, such as seating areas and restrooms, and all ingress and egress points to the site.
  - (4) Provision for recycling and waste removal.
  - (5) The days and hours of operation, including set-up and take- down times.
  - (6) If temporary food establishments (mobile or stationary) are provided, a plan for their location and operation including recycling and waste disposal.

#### 6). Temporary Mobile Food Establishments

- a). Temporary Mobile Food Establishments are permitted in conjunction with arts and cultural events and venues and for only as long as the event or venue's performances are active.
- b). Temporary Mobile Food Establishments are not permitted within the public street rights-of-way unless in conjunction with an arts or cultural event.
- c). Temporary Mobile Food Establishments shall comply with the following.
  - (1) All mobile food establishments must be properly licensed by the Village Board of Health, including compliance with all public health regulations.
  - (2) The mobile food establishment shall be located on the property of the venue or within proximity of the venue with approval of the Village Building Department.
  - (3) Sale of alcohol is prohibited.
  - (4) During business hours, the permit holder must provide a trash receptacle for customer use and must keep the area clear of litter and debris at all times.
  - (5) Outdoor seating may be provided on the site, but no seating may be permanently installed.
  - (6). A permanent water or wastewater connection is prohibited.

- (7). Electrical service may be provided only by temporary service or other connection provided by an electric utility or an on-board generator.
- (8). Drive-through service is prohibited.

#### 7). Temporary Storefront Gallery

Temporary storefront gallery is permitted within the C-1H Overlay Zone in retail and mixed-use structures. Displays must be internal to the storefront space (i.e., no exterior display of artwork), and requires a temporary storefront use permit. A temporary storefront gallery is subject to a six-month time limitation and may be renewed once for an additional six months.

#### G. Procedure for Approval of Arts Use

1). All arts uses shall make an application to the Village Planning Board for approval. The application shall include preparation of the site plan application form as well as preparation of a plan showing:

- a) A survey of the property.
- b) Location of the building, accessory buildings, driveways, parking areas,
- c) Outdoor work location (if any), fencing, screening, storage of materials, etc.
- d) A description of the work to be performed, hours of operation, number of employees, method of sale of products.
- e) A resume of the artists or craftsperson showing educational background, experience in the art or craft and the locations of other studios or places of business. The intent of this section is to provide evidence that the applicant is engaged in the art practice as a principal and on-going business as opposed to a hobby. This is particularly relevant to live-work applications where art or crafts should be the applicant's primary source of income.

2). The Planning Board shall determine if the site or building is appropriate to accommodate the proposed arts use and that it will not interfere or impact the public health, safety and welfare of the neighborhood.

3). The review shall be based on the criteria in this ordinance and the Village Site Plan/ Development Regulations.

4). The Planning Board may approve, deny or approve with conditions any arts application.

5). The approval of the arts application shall be limited to the particular applicant and art or cultural activity being proposed. Any change in the type of art, intensity

of the use or location of the arts space shall be subject to a new application to the Planning Board.

#### H. Public Notice

Public notice of the use of any property for art space in any zoning district shall be provided by the applicant to all property owners within 200 feet of the subject property proposed for such use.