# Squares + Streets Glossary

# **Comprehensive Planning**

# 1. Urban Planning (Planning)

When a city government works with local residents to recommend improvements to different aspects of city life such as transportation, housing, parks, and environment based on the needs and goals outlined by local residents

# 2. Comprehensive Planning

A type of planning that works to achieve city wide goals in partnership with other city departments that might have a specific focus (for example the mayor's office of housing, department of transportation, and parks and environment)

#### 3. Active Street

A busy street that has a lot people walking around, traveling to work, shopping, and doing other activities

#### 4. Main Street

A long street with many local businesses and services that connects one side of the neighborhood to another (for example Dorchester Avenue or Washington Street)

#### \*Square

The intersection of multiple main streets that is generally the center of a commercial or retail area

#### 5. Square + Streets (Geography)

A new program focused on the area in and around a bustling main street or square

#### 6. Transit Hub

An area with a number of public transportation services including trains, buses, and BlueBikes close together

#### 7. Transit Oriented Development

To build buildings near public transportation so that people can easily access jobs, shops, and services

# 8. Retail / Commercial Hub

Part of a square or main street that has a concentration of different businesses, services, restaurants etc.

# 9. Built Environment

Anything that is physically constructed in a city (for example buildings, parks, roads, sidewalks, benches, signage

# 10. Public Realm

Any space that is accessible to and serves everyone in a neighborhood (for example a park, a sidewalk, a library, or a community center

#### 11. Streetscape

The street, sidewalk, and anything on it (for example the road and street trees

#### 12. Facade/ Street Wall

The outside or front of a building / side of the buildings that face the street

#### 13. Affordable Housing

Housing is considered "affordable" when the tenant or homeowner pays no more than 30% of their income for housing costs

# 14. Urban Design

Considering the size, shape, and layout of buildings, landscapes and the public realm in relationship with each other

# 15. "Third Spaces"

Any gathering space, public or private, that's used for people to meet each other or come together formally or informally (for example a park, vacant lot, coffee shop, bookstore or community center

#### 16. Displacement

When the price to live in an area increases beyond the what people are able to pay so they have to move out of the area

#### 17. Disparity

Certain groups of people having less access to resources than others do in their neighborhood (for example access to money, health services, or open spaces

#### 18. Climate Resilience

Changes to the built environment that protects communities from flooding, heat island effect, or other natural inhibitors (for example when we build seawalls near the coast)

#### 19. Community Engagement

The process of a local government in partnership or through local organizations sharing information, identifying needs, and gathering feedback, from local residents about changes happening to their neighborhood

#### 20. Stakeholders / Constituents

Someone who is directly impacted by and/or has a special interest in what is happening in their community

#### **Zoning**

#### 1. Zoning

A set of laws that's used to guide development by telling us where and what types of buildings can be built in different parts of the City

\*Our zoning laws are in a document called the **Boston Zoning Code**.

#### 2. Development

The construction of new buildings and renovation of existing buildings

#### 3. Zoning Commission

A group of local residents who applied to join this commission and who meet monthly to maintain and update the Boston Zoning Code based on proposals made to them for zoning changes

# 4. Zoning Board of Appeals

A group of local residents who were appointed by the Mayor of Boston to this board and who meet regularly to review building projects that don't follow one or more of the zoning rules and decide if those buildings have permission to be built or not

# 5. Land Use

The types of activities that are allowed within specific areas, **i.e.** residential uses like housing and commercial uses like stores and business

# 6. Allowed, Forbidden, and Conditional Uses

**Allowed Uses** – if a land use is allowed in an area, then someone can construct a building with that land use

**Forbidden Uses** – if a land use is forbidden in an area, then someone cannot construct a building with that land use

**Conditional Uses** – if a land use is conditional in an area, then someone can construct a building with that land use **only** if that land use meets specific standards and **only** after getting permission from the Zoning Board of Appeals

# 7. Mixed-Use Zoning

Zoning that allows for and encourages a blend of multiple land uses in the same building or area, **like** having a building with stores and arts space on the first floor and housing on upper floors

# 8. District

A specific set of zoning rules that can be mapped onto an area or multiple areas in the City, which means buildings in that area have to follow that set of rules

# 9. Building Typology

A system of categorizing buildings based on how they look, how they are built and/or what activities they are used for

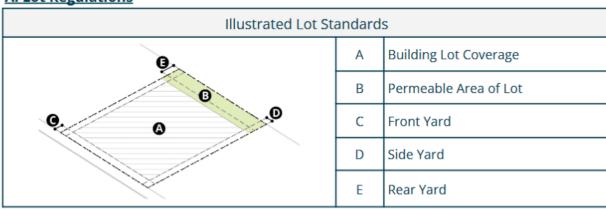
# 10. Dimensional Regulations

Parcel or Lot - a piece of land with defined boundaries

**Building Lot Coverage** – the maximum amount of the lot area that is allowed to be covered by a building

**Permeable Area of Lot** – the amount of space of the lot area that needs to have natural ground cover or a material that lets water pass through it, **like** lawns, rain gardens, and porous asphalt

**Setbacks and Yards** – the required distance between the buildings and the lot line boundaries in the front, side and rear that ends up creating front yards, side yards, and backyards



#### A. Lot Regulations