

PLANNING AND ECONOMIC DEVELOPMENT COMMITTEE

APRIL 21, 2026

A meeting of the Planning and Economic Development Committee was held Tuesday, April 21, 2026 at 7:00 p.m. in the Aldermanic Chamber and duly noticed in two places, including the City's website, in accordance with the requirements of RSA 91-A:2 II.

The roll call was taken with 4 members of the Planning and Economic Development Committee present:

Alderman Derek Thibeault, Chairman
Alderman-at-Large Amber Morgan
Alderman Patricia Klee
Alderman John Sullivan

Members not in Attendance: Alderman-at-Large Ben Clemons, Vice-Chairman

Also in Attendance: Alderman Paula Johnson
Sam Durfee, Planning Manager

ROLL CALL

PUBLIC COMMENT

DISCUSSIONS AND/OR PRESENTATIONS

- Downtown Nashua Association (*Alyssa O'Mara, Executive Director not in attendance*)
- Code Update/Policy Discussion

Chairman Thibeault recognized Planning Manager Sam Durfee.

COMMUNICATIONS – None

PETITIONS - None

UNFINISHED BUSINESS – None

NEW BUSINESS – RESOLUTIONS - None

NEW BUSINESS – ORDINANCES - None

TABLED IN COMMITTEE - None

GENERAL DISCUSSION

PUBLIC COMMENT

REMARKS BY THE ALDERMEN

ADJOURNMENT

MOTION BY ALDERMAN MORGAN TO ADJOURN
MOTION CARRIED

The meeting was declared closed at 8:52 p.m.

Alderman Amber Morgan
Committee Clerk

NASHUA RECODE

Redevelopment Overlay

Case Study

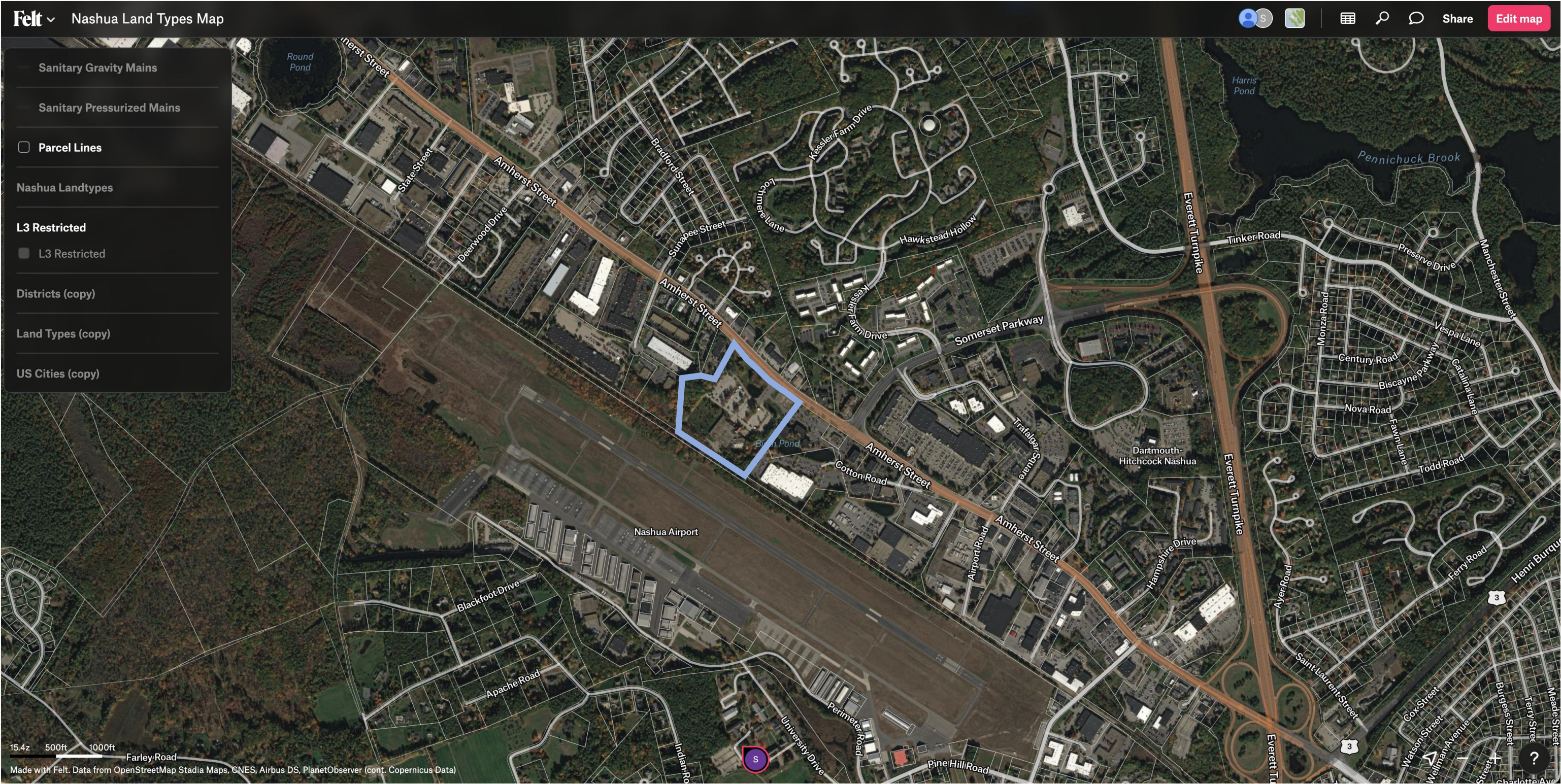
Comparing Base Zoning with Opt-in Mid-Rise Neighborhood Overlay

Principle Group

April 2026

Site Aerial

Amherst Street | L5 Intended Land | 23.72 acres | General location and surrounding context



Scenario 1: Base Zoning — Commercial Industry (CI)

L5 Intended Land | 23.72 acres triggers MPD review | No overlay, no Neighborhood Type, no District Group, no block size requirements

District Standards	
District	Commercial Industry (CI)
Lot Width	30 ft min
Lot Depth	N/A
Primary Front Setback	0 ft min
Secondary Front Setback	0 ft min
Side Setback	0 ft min (10 ft abutting NR)
Rear Setback	10 ft min (15 ft abutting NR)
Max Front Setback	None
Residential Uses	Not permitted
Mixed Use	Not permitted

What the code still requires (MPD + Thoroughfare Network)

- Connected thoroughfare network — multiple routes for all modes
- Cul-de-sacs and dead ends prohibited (waiver requires 5 criteria)
- Thoroughfares must extend to site boundaries for future connections
- Must connect to existing thoroughfares on adjoining sites
- Pedestrian Shed structure required
- 10% civic space minimum
- Concept Plan and Regulating Plan required

Permitted Thoroughfare Types in CI	
Type	Permission
Drive	Permitted
Street	Permitted
Path	Permitted
Alley	Permitted
Road	Permitted
Major Road	Permitted
Boulevard	Conditional Use
Avenue	Conditional Use
Passage	Not Permitted
Lane	Not Permitted

Block Standards

Block Face (Max.)

No requirement

What's missing without the overlay

- No block size maximums — superblocks are permitted
- No Neighborhood Type assignment (even at 20+ acres)
- No District Group — entire site stays CI
- No residential or mixed-use permitted
- No build-to zone — 300 ft max front setback allows auto-oriented site design
- No IZ obligation

Result: connectivity without walkability — streets connect but blocks can be auto-scaled rather than pedestrian-scaled.

Scenario 2: Overlay — Mid-Rise Neighborhood District Group

L5 Intended Land | 20+ acre site | Opt-in overlay triggers District Group, Master Planned Development, and block structure

Available Districts & Allocation				
District	Min	Max	Max Stories	Front Setback
NR	None	10%	2.5	10–25 ft
UR	None	15%	3	5–15 ft
MR3	None	40%	3	2–12 ft
MR4	20%	50%	4	2–12 ft
MR5	None	60%	5	2–12 ft
MR6	None	25%	6	2–12 ft
FAB	None	10%	5	2–12 ft

Key Characteristics

Walkable block structure required — maximum 600 ft block face forces a connected street network.

Residential and mixed-use development permitted.

Build-to zone (2–12 ft) creates a defined street wall.

MR4 is the only required district (20% min).

Height range of 3–6 stories depending on district.

Block Standards (Table 46-1)		
District	Block Face (Max.)	Block Perimeter (Max.)
NR	900 ft	2,400 ft
UR	700 ft	2,000 ft
MR3	600 ft	1,800 ft
MR4	600 ft	1,800 ft
MR5	600 ft	1,800 ft
MR6	600 ft	1,800 ft

Governing Rule: A block containing multiple districts must use the shortest block face and block perimeter permitted by the districts within the block.

Building Types Available (across all districts)	
Residential	Apartment Bldg, Small Apt Bldg, Townhouse, Mill House
Mixed-Use	Shophouse, Live/Work Flex
Commercial	Shop, Small General Bldg, General Bldg, Fabrication Bldg
Large Format	Block Building, Lab Building
Accessory	Back Cottage, Detached Garage, Fab Shop, Accessory Shop

A

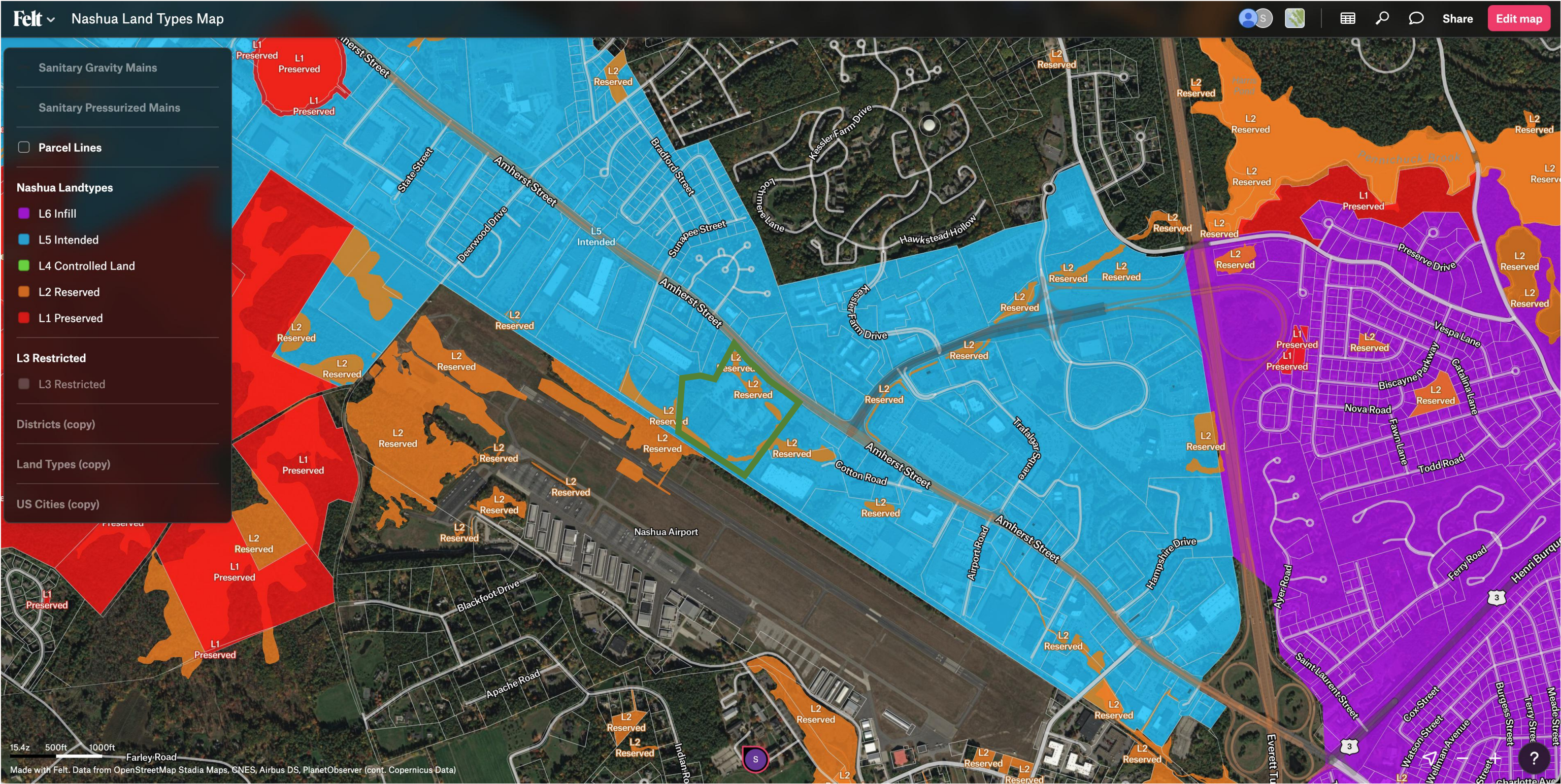
Land Type & Neighborhood Type Eligibility

Article 8. Neighborhood Standards | Land Type Map | Neighborhood Type Standards Table

☐	L1	Confirm the Land Type assignment (L5 Intended Land) from the official Land Type Map.	☐	L5	Confirm the Development Context requirement: adjacent to existing Development.
☐	L2	Confirm which Neighborhood Types are permitted in L5 (Edge, Fabrication, Residential, Mid-Rise, Core, Minor Center, Major Center).	☐	L6	Confirm the Transportation Context requirement: adjacent to an Urban Arterial or Urban Collector.
☐	L3	Confirm the site meets the Neighborhood Type threshold (20+ acres). At 23.72 acres this is satisfied.	☐	L7	Confirm the Wastewater Service requirement: public wastewater service required (satisfied per L5 infrastructure).
☐	L4	Confirm the Neighborhood Type land area range for Mid-Rise Neighborhood (160 acres max).			

Land Type Assignment — L5 Intended Land

Article 8. Neighborhood Standards | Official Land Type Map



Source: Nashua reCODE

Neighborhood Types by Land Type

Chapter 190: Land Use | Article 8. Neighborhood Standards

Neighborhood Type	L1 Preserved	L2 Reserved	L3 Restricted	L4 Controlled	L5 Intended	L6 Infill
Hamlet		●	●			
Urban Quarter			●	●		
Edge Neighborhood			●	●	●	
Fabrication Neighborhood				●	●	
Residential Neighborhood				●	●	
Mid Rise Neighborhood					●	●
Core Neighborhood					●	●
Minor Center				●	●	●
Major Center					●	●

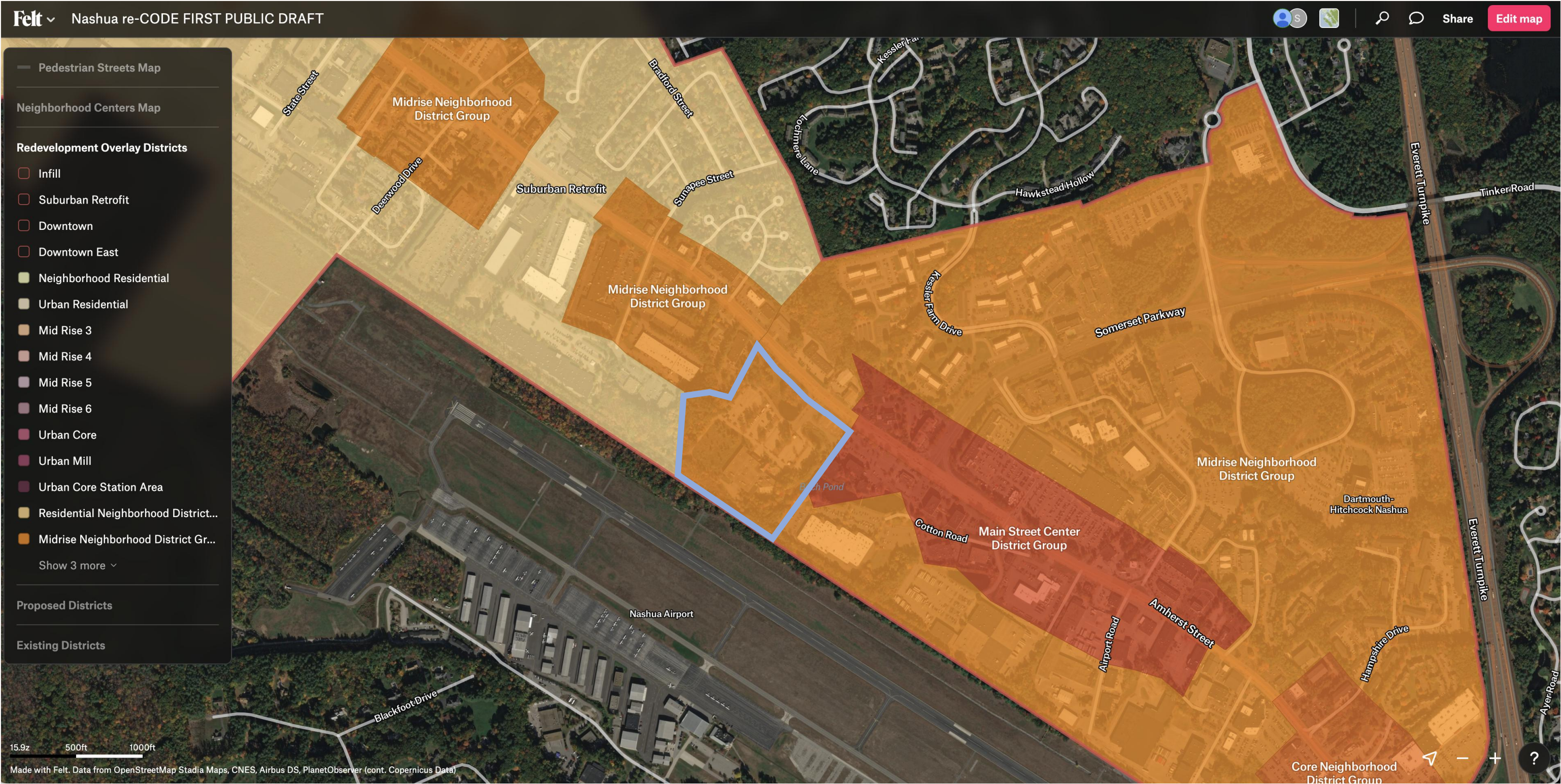
B Overlay District & Entitlement Pathway

Article 5. Redevelopment Overlay Districts

- ☐ **01** Identify the applicable Redevelopment Overlay District (Suburban Retrofit, Downtown East, etc.).
- ☐ **02** Opting into the overlay grants access to District Groups, Neighborhood Types, and dimensional standards not available under base zoning.
- ☐ **03** Opting into the overlay triggers IZ requirements per Article 11.
- ☐ **04** Opting into the overlay alone does not trigger Master Planned Development — the 2-acre or infrastructure thresholds in Article 8 control that independently.

Scenario 2 — Overlay District Map

Opt-in Redevelopment Overlay District | Mid-Rise Neighborhood District Group



C

Master Planned Development Trigger

Article 8. Master Planned Development | Article 13. Administration

☐

M1

Development on a site of 2 acres or greater is subject to Master Planned Development review (23.72 acres triggers this).

P

☐

M2

Development requiring a new Thoroughfare or Civic Space dedication also triggers Master Planned Development, even under 2 acres.

☐

M3

Master Plan must include Development phasing commitments and proposed contingencies.

☐

M4

Master Plan must organize Development to suit topographical, environmental, site layout, and design constraints unique to the site.

Existing Conditions & Area Context

On-site features: waterbodies, rail right-of-way, topography, existing structures
Surrounding neighborhood fabric, thoroughfares, and adjacent uses



C.1

Pedestrian Shed

Article 8. § 190-45A Pedestrian Sheds

☐

P1 Identify the Pedestrian Shed type (Standard ≤160 ac, Linear ≤200 ac, or Long ≤510 ac). At 23.72 acres the site fits within a single Standard or Linear Pedestrian Shed.

☐

P2 Center the Pedestrian Shed on a Common Destination (civic space, transit stop, or neighborhood amenity).

☐

P3 Map the Pedestrian Shed on the Regulating Plan showing the relationship to neighborhood context.

☐

P4 Any remnant areas outside a Pedestrian Shed must be assigned Districts, Civic Spaces, or conservation. If remnants exceed 35 acres, an additional Pedestrian Shed is required.

Pedestrian Shed Diagram

Article 8. § 190-45A Pedestrian Sheds | Standard ≤160 ac centered on Common Destination



C.2

Civic Space

Article 8. Master Planned Development — Civic Space | Neighborhood Type Standards

- ☐ **G1** Civic space minimum: 10% of Development Site area (excluding thoroughfares). For 23.72 acres, approximately 2.37 acres. Maximum: 20% (4.74 acres). **P**
- ☐ **G2** Each Pedestrian Shed should include at least one main Civic Space within 800 ft of the geographic center.
- ☐ **G3** Within 800 ft of every lot in an NR or UR district, a playground must be provided. **P**
- ☐ **G4** All Civic Spaces must comply with the typology in § 190-47. Four types: Park (Conservation, Community, Neighborhood, Pocket), Commons (Common, Square, Green), Plazas (Central, Through Block, Pocket), and Playground.
- ☐ **G5** Civic spaces must be owned and maintained per Article 8 preservation and maintenance provisions. **P**

Civic Space Plan

16.4% of developable area (138,773 sf) | Within 10% min / 20% max range



C.3

Block Structure

Article 8. § 190-46B Blocks | Table 46-1 Block Size

- ☐ **B1** Blocks must be organized into a connected network bounded by Thoroughfares or Civic Spaces.
- ☐ **B2** Block face maximum: 600 ft for Mid-Rise districts (most restrictive governs when a block contains multiple districts).
- ☐ **B3** Block perimeter maximum: 1,800 ft for Mid-Rise districts.
- ☐ **B4** Blocks along rail ROW are eligible for a waiver from block size requirements if the three criteria are met (unique site constraints, constraints prevent compliance, lots otherwise meet dimensional standards).
- ☐ **B5** Blocks may deviate from rectangular form to respond to natural features and existing abutting block patterns.

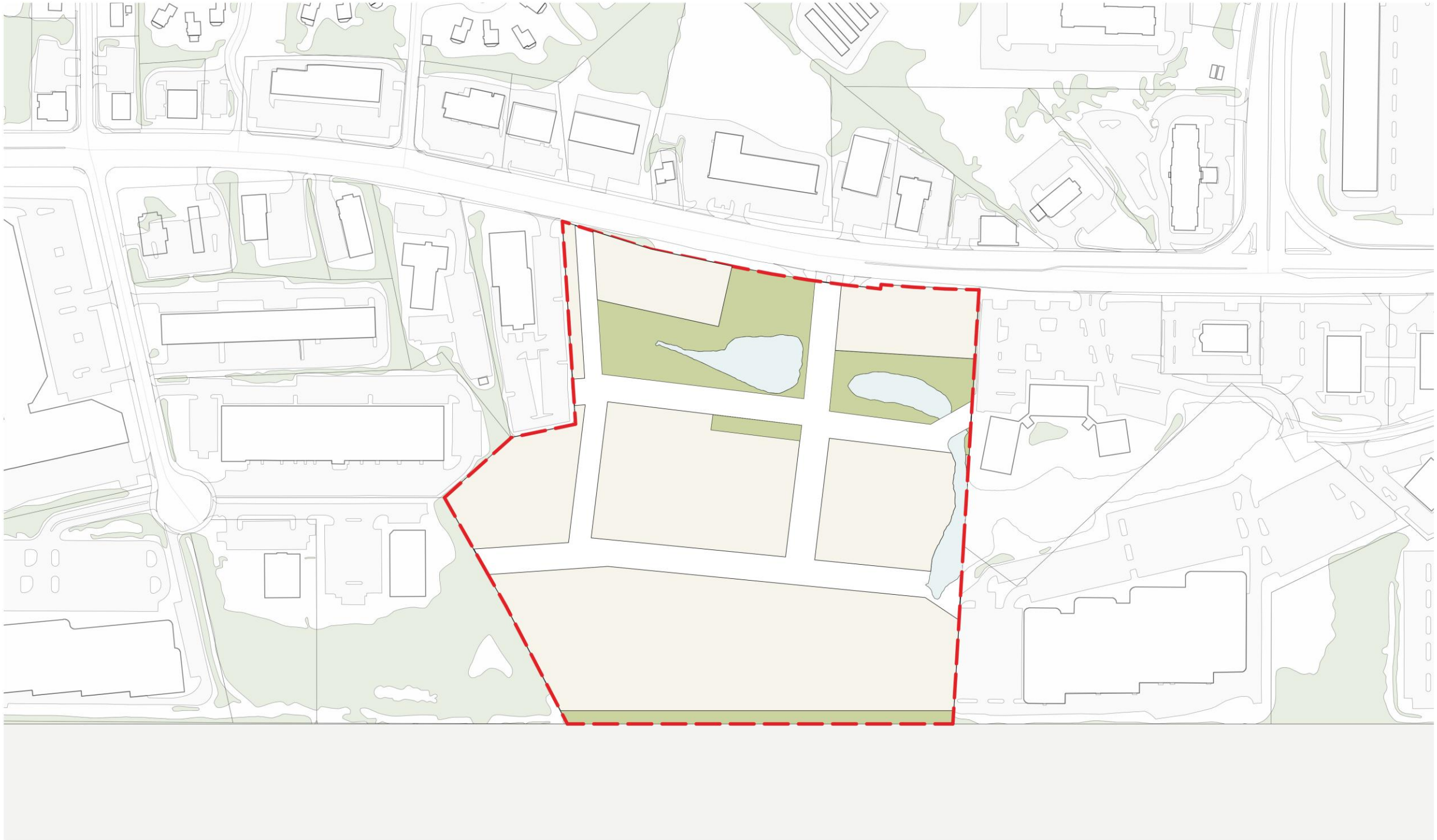
Blocks — Scenario 1: Base Zoning (CI)

No block face or perimeter maximum under CI | Connectivity without walkability



Blocks — Scenario 2: Mid-Rise Overlay

600 ft block face max | 1,800 ft block perimeter max | Walkable block structure



D

District Allocation

Article 3. § 190-7 District Groups | Table 7-1 Allocation Mix of Districts

☐

D1 Districts must be assigned per Table 7-1. For Mid-Rise Neighborhood: MR4 min 20%, MR5 max 60%, MR6 max 25%, NR max 10%, UR max 15%, MR3 max 40%, FAB max 10%.

☐

D2 Total allocation across all assigned districts must sum to 100%.

☐

D3 Only districts established in Article 3 may be used on a Regulating Plan.

Scenario 1 — Base Zoning Map (CI)

Commercial Industry district | No overlay, no District Group, no Neighborhood Type



Districts — Base Zoning (CI)

Entire site remains a single district | No sub-district organization



District Summary — Commercial Industry (CI)

Base zoning district at 420 Amherst Street | Entirely commercial, no residential permitted

Lot Dimensions	
Width	30 ft min
Depth	N/A
Lot Coverage	Per Article VI building types

Primary Building Placement	
Primary Front Setback	0 ft min (no maximum)
Secondary Front Setback	0 ft min (no maximum)
Side Setback	0 ft min
- Abutting NR	10 ft min
Rear Setback	10 ft min
- Abutting NR	15 ft min

Permitted Building Types
Shop
Small General Building
General Building
Block Building
Fabrication Building

Accessory Types	Building Groups
N/A	N/A

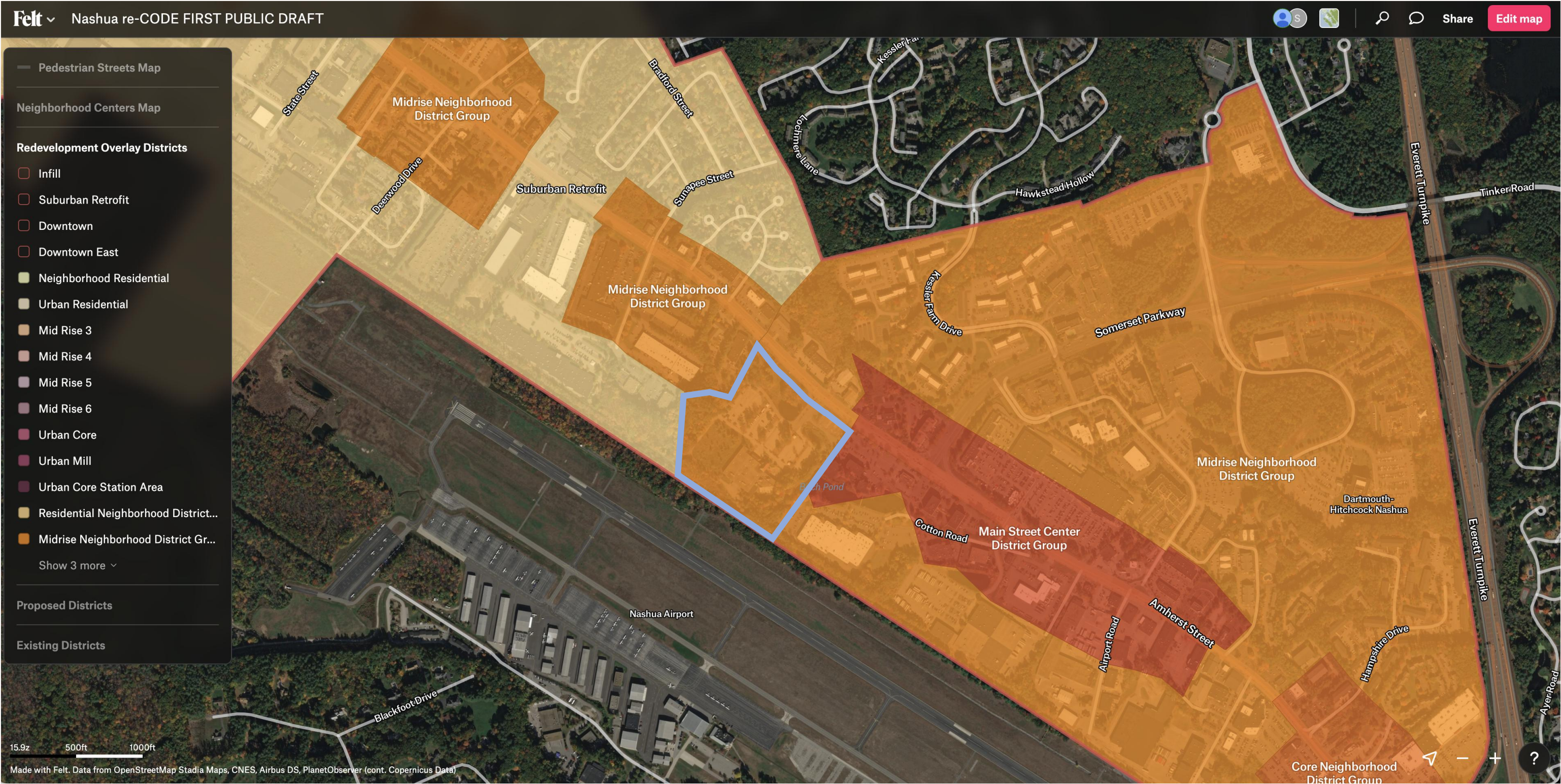
Block Standards (Table 46-1)	
Block Face (Max.)	No requirement
Block Perimeter (Max.)	No requirement

Key Notes

No maximum front setback — buildings can be set back any distance from the street. No residential or mixed-use permitted. No accessory buildings or building groups. No block size requirements in Table 46-1. The least regulated district in the code.

Scenario 2 — Overlay District Map

Opt-in Redevelopment Overlay District | Mid-Rise Neighborhood District Group



Allocation Mix of Districts by District Group

Chapter 190: Land Use | Article 3. District Standards | Table 7-1

District	Hamlet	Urban Quarter	Edge Nbhd	Fab Nbhd	Res Nbhd	Mid-Rise Nbhd	Core Nbhd	Main Street	Minor Center	Major Center
Zoning Districts										
Residential 40 (R40)										
Residential 30 (R30)										
Residential 18 (R18)	●									
Residential 9 (R9)										
Residential 7.5 (R7.5)	●		●		●					
Neighborhood Residential (NR)	●	●	●		●	●				
Urban Residential (UR)	●	●	●		●	●		●	●	
Mid-Rise 3 (MR3)	●	●	●	●	●	●	●	●	●	●
Mid-Rise 4 (MR4)		●	●	●	●	●	●	●	●	●
Mid-Rise 5 (MR5)		●			●	●	●	●	●	●
Mid-Rise 6 (MR6)		●		●	●	●	●		●	●
Urban Core (UC)							●			●
Urban Mill (UM)										
Urban Core Station Area (US)										
Commercial Business (CB)										
Commercial Industry (CI)										
Fabrication (FAB)		●	●	●	●	●	●			
Special Districts										
Industrial (SD-IND)										
Conservation (SD-CON)										
Civic (SD-CIV)										
Airport Industrial (SD-AI)										
Institutional (SD-INS)										

E

District Organization

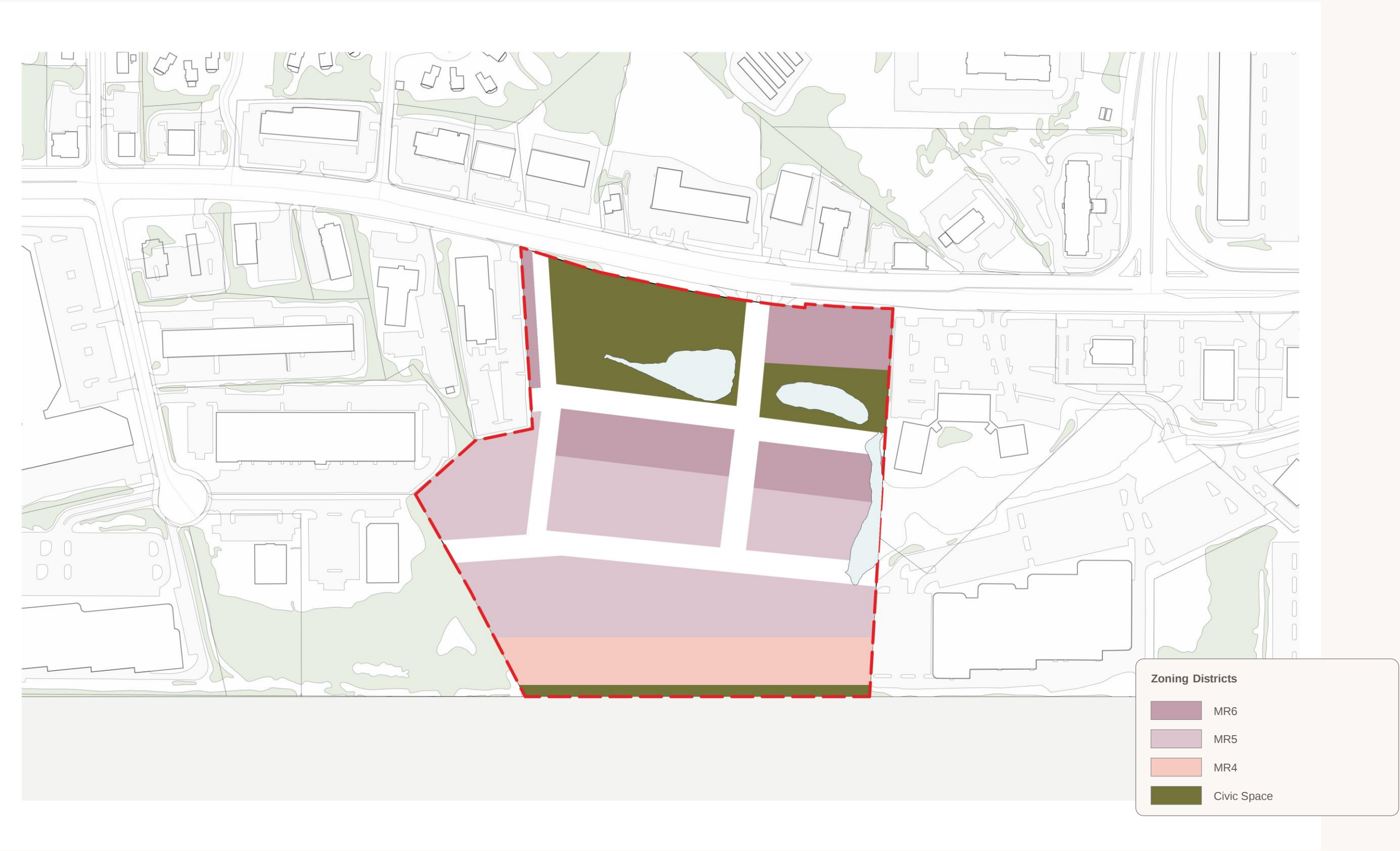
Article 3. District Organization

	R1	Higher-intensity districts must be organized around Common Destinations, Main Streets, or transit stops.
	R2	Lower-intensity districts must transition to existing adjacent Development when that Development is lower-intensity.
	R3	Lower-intensity districts must abut any conservation land.

	R4	Transitions between districts should occur within the center of a block or along an alley. Transitions along a thoroughfare centerline only where a barrier divides the block, parcels differ significantly, or the thoroughfare is a designed boundary.
	R5	New development should integrate with existing conservation lands, prioritizing continuous, interconnected open spaces.
	R6	A new Main Street (outside an established Main Street context) must have a minimum of 400 linear feet of frontage.

Districts — Mid-Rise Overlay

MR6 25% | MR5 55% | MR4 20% | Organized around Common Destinations



District Allocation — Maximum Density Scenario

23.72 gross acres | Mid-Rise Neighborhood District Group | Actual design allocation after thoroughfares and civic space

Site Area Breakdown			
	Sq. Ft.	Acres	% of Gross
Gross Site Area	1,032,739	23.72	100%
Less: Thoroughfares	(185,111)	(4.25)	17.9%
Developable Area (excl. thoroughfares)	847,628	19.46	82.1%
Less: Civic Space	(138,773)	(3.19)	16.4% of dev. area
Net Buildable Lot Area	708,855	16.28	68.7%

MR6 25% • 4.07 ac	MR5 55% • 8.95 ac	MR4 20% • 3.26 ac
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District	Allocation	Lot Area (sf)	Lot Area (ac)	Max Stories
MR6 (Mid-Rise 6)	25%	177,214	4.07	6
MR5 (Mid-Rise 5)	55%	389,870	8.95	5
MR4 (Mid-Rise 4)	20%	141,771	3.26	4

16.28
net buildable acres

5.05
weighted avg stories

16.4%
civic space (of dev. area)

17.9%
thoroughfares

Districts not used (0% minimum)		
NR (Neighborhood Residential)	Max 10%	2.5 stories
UR (Urban Residential)	Max 15%	3 stories
MR3 (Mid-Rise 3)	Max 40%	3 stories
FAB (Fabrication)	Max 10%	5 stories

Code constraints on placement

Higher-intensity districts (MR6) must be organized around Common Destinations, Main Streets, or transit stops.

Lower-intensity districts (MR4) must transition to existing adjacent development and abut any conservation land.

The Planning Board reviews the Regulating Plan to confirm district placement follows these organization rules.

District Allocation — Minimum Density Scenario

23.72 gross acres | Mid-Rise Neighborhood District Group | Lowest-intensity allocation permitted by Table 7-1

Site Area Breakdown			
	Sq. Ft.	Acres	% of Gross
Gross Site Area	1,032,739	23.72	100%
Less: Thoroughfares	(185,111)	(4.25)	17.9%
Developable Area (excl. thoroughfares)	847,628	19.46	82.1%
Less: Civic Space	(138,773)	(3.19)	16.4% of dev. area
Net Buildable Lot Area	708,855	16.28	68.7%

NR 10%	UR 15% • 2.44 ac	MR3 40% • 6.51 ac	MR4 20% • 3.26 ac	MR5 5%	FAB 10%
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District	Allocation	Lot Area (sf)	Lot Area (ac)	Max Stories
NR (Neighborhood Residential)	10%	70,886	1.63	2.5
UR (Urban Residential)	15%	106,328	2.44	3.0
MR3 (Mid-Rise 3)	40%	283,542	6.51	3.0
MR4 (Mid-Rise 4)	20%	141,771	3.26	4.0
MR5 (Mid-Rise 5)	5%	35,443	0.81	5.0
FAB (Fabrication)	10%	70,886	1.63	5.0

16.28

net buildable acres

3.5

weighted avg stories

16.4%

civic space (of dev. area)

17.9%

thoroughfares

Districts not used (0% minimum)		
MR6 (Mid-Rise 6)	Max 25%	6 stories

Comparison with Maximum Scenario

65% of the site is capped at 3 stories (NR + UR + MR3), vs. 0% in the maximalist plan.

No 6-story buildings permitted; only 5% of the site allows 5-story structures (MR5).

Weighted average building height drops from 5.05 to 3.5 stories — a 31% reduction in overall intensity.

District Summary — Neighborhood Residential (NR)

Overlay district | Max 10% allocation | Max 2.5 stories | Lowest-intensity residential in the District Group

Lot Dimensions	
Width	32 ft min, 76 ft max
Depth	70 ft min, 150 ft max
Lot Coverage	Per Article VI building types

Primary Building Placement	
Primary Front Setback	10 ft min, 25 ft max
Secondary Front Setback	10 ft min, 20 ft max
Side Setback	5 ft min
Rear Setback	20 ft min

Permitted Building Types
Cottage
Cape Cod
House
Large House

Accessory Types	Building Groups
Back Cottage, Retail Stand	N/A

Block Standards (Table 46-1)	
Block Face (Max.)	900 ft
Block Perimeter (Max.)	2,400 ft

Key Notes

Detached residential building types only. Provides transition to adjacent single-family neighborhoods. Max and min lot dimensions ensure neighborhood-scale parcels. Contextual front setback provisions apply.

District Summary — Urban Residential (UR)

Overlay district | Max 15% allocation | Max 3 stories | Wide range of residential building types

Lot Dimensions	
Width	24 ft min
Depth	80 ft min
Lot Coverage	Per Article VI building types

Primary Building Placement	
Primary Front Setback	5 ft min, 15 ft max
Secondary Front Setback	5 ft min, 15 ft max
Side Setback	5 ft min
- Party Lot Line	0 ft min
- 4-Story Bldg Abutting NR	20 ft min
Rear Setback	10 ft min
- Abutting NR	20 ft min

Permitted Building Types
Cottage
Cape Cod
House
Duplex (Side-by-Side)
Duplex (Stacked)
Triplex
Multiplex
Apartment House
Small Apartment Bldg
Apartment Bldg
Mill House
Townhouse
Live/Work Flex
Shophouse
Shop
Small General Bldg

Accessory Types	Building Groups
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Back Cottage, Detached Garage, Fabrication Shop, Accessory Shop

Building Court

Block Standards (Table 46-1)	
Block Face (Max.)	700 ft
Block Perimeter (Max.)	2,000 ft

Key Notes

The most diverse building type palette of any district — 16 primary types from Cottage to Small General Building. Party wall construction permitted (0 ft side setback). Contextual front setback provisions apply.

District Summary — Mid-Rise 3 (MR3)

Overlay district | Max 40% allocation | Max 3 stories | Party wall construction, no Triplex/Multiplex

Lot Dimensions	
Width	24 ft min
Depth	80 ft min
Lot Coverage	Per Article VI building types

Primary Building Placement	
Primary Front Setback	2 ft min, 12 ft max
Secondary Front Setback	2 ft min, 12 ft max
Side Setback	0 ft min
- Abutting NR	10 ft min
Rear Setback	10 ft min
- Alley or Rail ROW	0 ft min
- Abutting NR	20 ft min

Permitted Building Types
Small Apartment Bldg
Apartment Bldg
Mill House
Townhouse
Live/Work Flex
Shophouse
Shop
Small General Bldg
General Building
Fabrication Bldg
Block Building

Accessory Types	Building Groups
Back Cottage, Detached Garage, Fabrication Shop, Accessory Shop	Building Court

Block Standards (Table 46-1)	
Block Face (Max.)	600 ft
Block Perimeter (Max.)	1,800 ft

Key Notes

Triplex and Multiplex intentionally excluded: party wall construction required to reinforce continuous street wall character. Rail ROW rear setback is 0 ft by right. Build-to zone (2-12 ft) creates defined street wall.

District Summary — Mid-Rise 4 (MR4)

Overlay district | 20% minimum allocation (only required district) | Max 4 stories

Lot Dimensions	
Width	24 ft min
Depth	50 ft min
Lot Coverage	Per Article VI building types

Primary Building Placement	
Primary Front Setback	2 ft min, 12 ft max
Secondary Front Setback	2 ft min, 12 ft max
Side Setback	0 ft min
- Abutting NR	10 ft min
Rear Setback	10 ft min
- Alley or Rail ROW	0 ft min
- Abutting NR	20 ft min

Permitted Building Types
Small Apartment Bldg
Apartment Bldg
Mill House
Townhouse
Live/Work Flex
Shophouse
Shop
Small General Bldg
General Building
Fabrication Bldg
Block Building

Accessory Types	Building Groups
Fabrication Shop	Building Court

Block Standards (Table 46-1)	
Block Face (Max.)	600 ft
Block Perimeter (Max.)	1,800 ft

Key Notes

The only district with a minimum allocation requirement (20%) — it must appear in the development. Same building types as MR3. Shorter minimum lot depth (50 ft vs. 80 ft) enables more flexible lot configurations. Provides transition from higher-intensity MR5/MR6 toward site edges.

District Summary — Mid-Rise 5 (MR5)

Overlay district | Max 60% allocation | Max 5 stories | Commercial ground floors expected

Lot Dimensions	
Width	30 ft min
Depth	N/A
Lot Coverage	Per Article VI building types

Primary Building Placement	
Primary Front Setback	2 ft min, 12 ft max
Secondary Front Setback	2 ft min, 12 ft max
Side Setback	0 ft min
- Abutting NR	10 ft min
Rear Setback	10 ft min
- Alley or Rail ROW	0 ft min
- Abutting NR	20 ft min

Permitted Building Types
Apartment Building
Small General Bldg
General Building
Fabrication Bldg
Lab Building
Block Building

Accessory Types	Building Groups
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Fabrication Shop

Building Court

Block Standards (Table 46-1)	
Block Face (Max.)	600 ft
Block Perimeter (Max.)	1,800 ft

Key Notes

No maximum lot depth — allows deep lots for larger floor plate buildings. Lab Building permitted (not available in MR3/MR4). Fewer residential building types — focused on Apartment Building and commercial. District description specifies 'most structures incorporating commercial ground floors.'

District Summary — Mid-Rise 6 (MR6)

Overlay district | Max 25% allocation | Max 6 stories | Highest-intensity district in the group

Lot Dimensions	
Width	30 ft min
Depth	N/A
Lot Coverage	Per Article VI building types

Primary Building Placement	
Primary Front Setback	2 ft min, 12 ft max
Secondary Front Setback	2 ft min, 12 ft max
Side Setback	0 ft min
- Abutting NR	10 ft min
Rear Setback	10 ft min
- Alley or Rail ROW	0 ft min
- Abutting NR	20 ft min

Key Notes

Same building types and dimensional standards as MR5 but permits 6 stories. Must be organized around Common Destinations, Main Streets, or transit stops per district organization rules. At 420 Amherst, MR6 would be located at the neighborhood center near the primary civic space.

Permitted Building Types
Apartment Building
Small General Bldg
General Building
Fabrication Bldg
Lab Building
Block Building

Accessory Types	Building Groups
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Fabrication Shop

Building Court

Block Standards (Table 46-1)	
Block Face (Max.)	600 ft
Block Perimeter (Max.)	1,800 ft

District Summary — Fabrication (FAB)

Overlay district | Max 10% allocation | Max 5 stories | Commercial/light industrial, no residential

Lot Dimensions	
Width	30 ft min
Depth	N/A
Lot Coverage	Per Article VI building types

Primary Building Placement	
Primary Front Setback	2 ft min, 15 ft max
Secondary Front Setback	2 ft min, 15 ft max
Side Setback	0 ft min
- Abutting NR	10 ft min
Rear Setback	10 ft min
- Alley or Rail ROW	0 ft min
- Abutting NR	20 ft min

Key Notes

Only one permitted building type: Fabrication Building. No residential uses. Wider build-to zone (2-15 ft) than mid-rise districts. Edges of a Fabrication Neighborhood District Group must include transition areas when abutting residential districts.

Permitted Building Types
Fabrication Building

Accessory Types	Building Groups
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N/A

N/A

Block Standards (Table 46-1)	
Block Face (Max.)	600 ft
Block Perimeter (Max.)	1,800 ft

F

Lots

Article 8. § 190-46C Lots | Article 2. § 190-5C Lot Standards

- ☐ **F1** All lots must conform to Article 2, § 190-5C Lot Standards.
- ☐ **F2** All lots must have a lot line abutting a Thoroughfare (including Alleys) to serve as Frontage and access.
- ☐ **F3** Lots abutting only a Civic Space at the front lot line must also abut an alley at the rear or side.
- ☐ **F4** Through Lots are prohibited in NR districts.
- ☐ **F5** New Flag Lots and Insular Lots are prohibited (except by Special Exception).

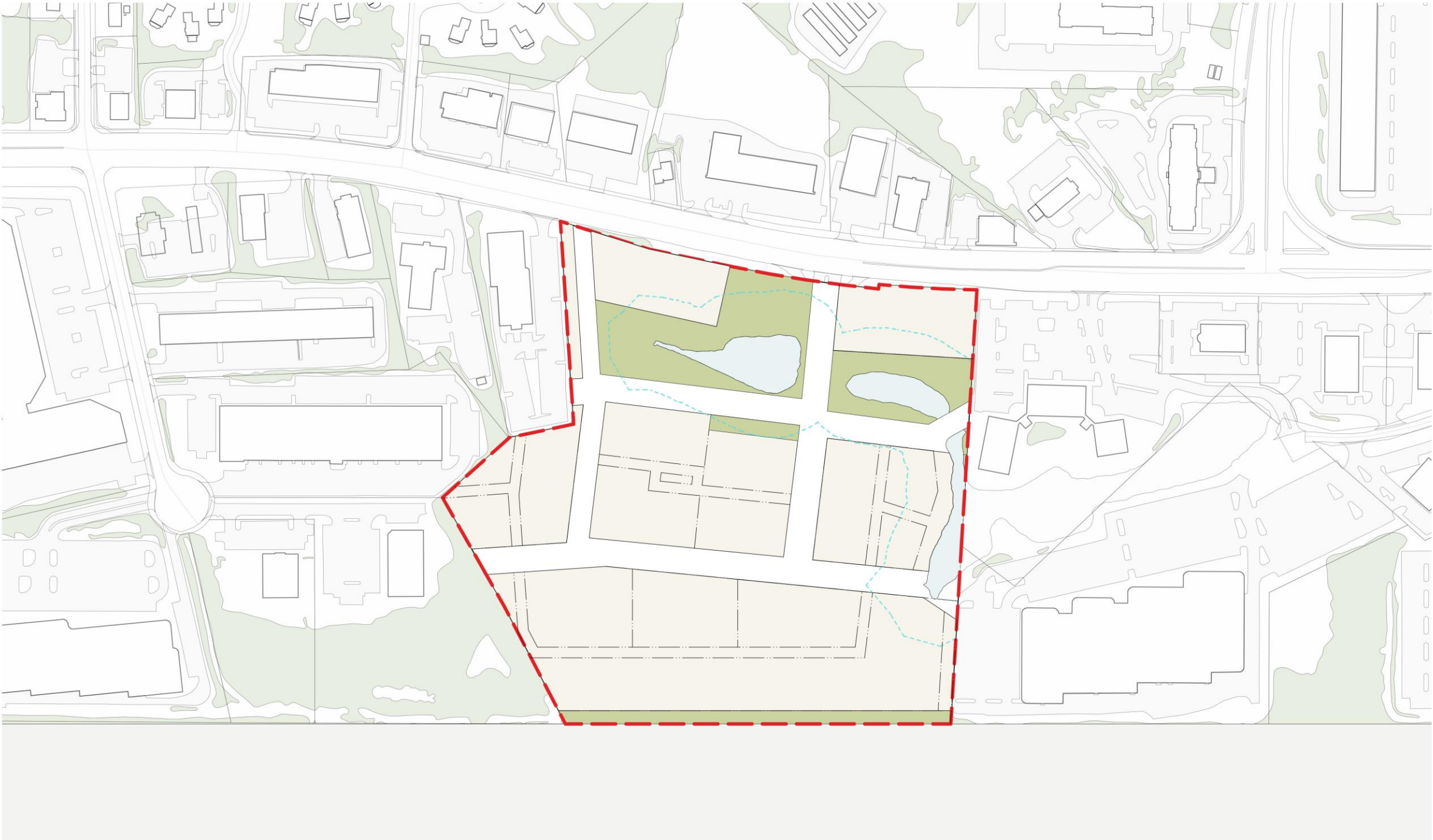
Lots — Base Zoning (CI)

No max dimensions | Single large parcels with 0 ft front setback permitted



Lots — Mid-Rise Overlay

Dimensional controls by district | 2-12 ft build-to zone creates defined street wall



G

Setbacks — Including Rail ROW

Article 3. District Standards (MR3–MR6, UR)

- ☐

S1

Primary front setback: 2 ft min, 12 ft max for MR3–MR6 (build-to zone).
- ☐

S2

Rear setback abutting rail ROW: 0 ft min (by right, no waiver needed) for MR3, MR4, MR5, MR6, and UR.
- ☐

S3

Standard rear setback (non-rail): 10 ft min.
- ☐

S4

Rear setback abutting NR: 20 ft min (1st–3rd story), 30 ft min (4th–6th story) for MR5/MR6.

Rail Right-of-Way: Block Waiver & Setback Provisions

420 Amherst Street | L5 Intended Land | Development site abutting railroad right-of-way

Block Size Waiver (Article 8. § 190-46B)

Waiver Eligibility

Portions of development sites abutting the following conditions may be granted a Waiver from the block size requirements:

- Areas of undeveloped land
- Areas unsuitable for development
- Nonconforming incomplete blocks
- Isolated interior lots
- **Rail rights-of-way**

Required Waiver Criteria

1. Unique site constraints
2. Site constraints prevent the layout from meeting the Block Perimeter requirement
3. All lots can otherwise satisfy the dimensional standards of this Code

Implication for Case Study

Blocks along the railroad edge are eligible for a waiver since thoroughfares cannot cross the rail corridor. Edge blocks may exceed 600 ft face / 1,800 ft perimeter where the rail ROW prevents connectivity.

Interior blocks away from the rail edge must still comply with the standard block size maximums.

Rear Setback at Rail ROW (Article 3. District Standards)

District	Standard Rear	Abutting Rail ROW
MR3	10 ft min	0 ft min
MR4	10 ft min	0 ft min
MR5	10 ft min	0 ft min
MR6	10 ft min	0 ft min
UR	10 ft min	0 ft min

Design Implication

The code explicitly reduces the rear setback to 0 ft when a lot abuts an alley or rail right-of-way. This allows buildings to be placed directly at the rail corridor edge, maximizing buildable area on constrained lots.

This provision signals that the code is designed to accommodate rail-adjacent development as a recognized site condition, not an exception.

Summary

Block standards are not automatically exempt at a rail ROW — they are waivable by the Planning Board where the three criteria are met. The rear setback reduction to 0 ft is by-right and requires no waiver.

H

Thoroughfares

Article 8. Thoroughfares

T1	Development must use allowed Thoroughfare types for the applicable districts (Boulevard, Avenue, Drive, Street, Passage, Path, Lane, Alley, Road, Major Road).
T2	Each Thoroughfare type is permitted, not permitted, or permitted by CUP by district (per the Thoroughfare Type by District table).
T3	Thoroughfare standards: Code standards (primary), NACTO, ITE, AASHTO, BPW specifications.

T4	Design Speed varies by Land Type. The standard that best supports pedestrian safety and the intended Design Speed prevails.
T5	Blocks may be accessed by Alleys or Lanes in one of four configurations: Common Block, H-Block, T-Block, or I-Block.
T6	Alley or Lane access into blocks should be aligned with Alleys or Lanes on opposite sides of the Thoroughfare.

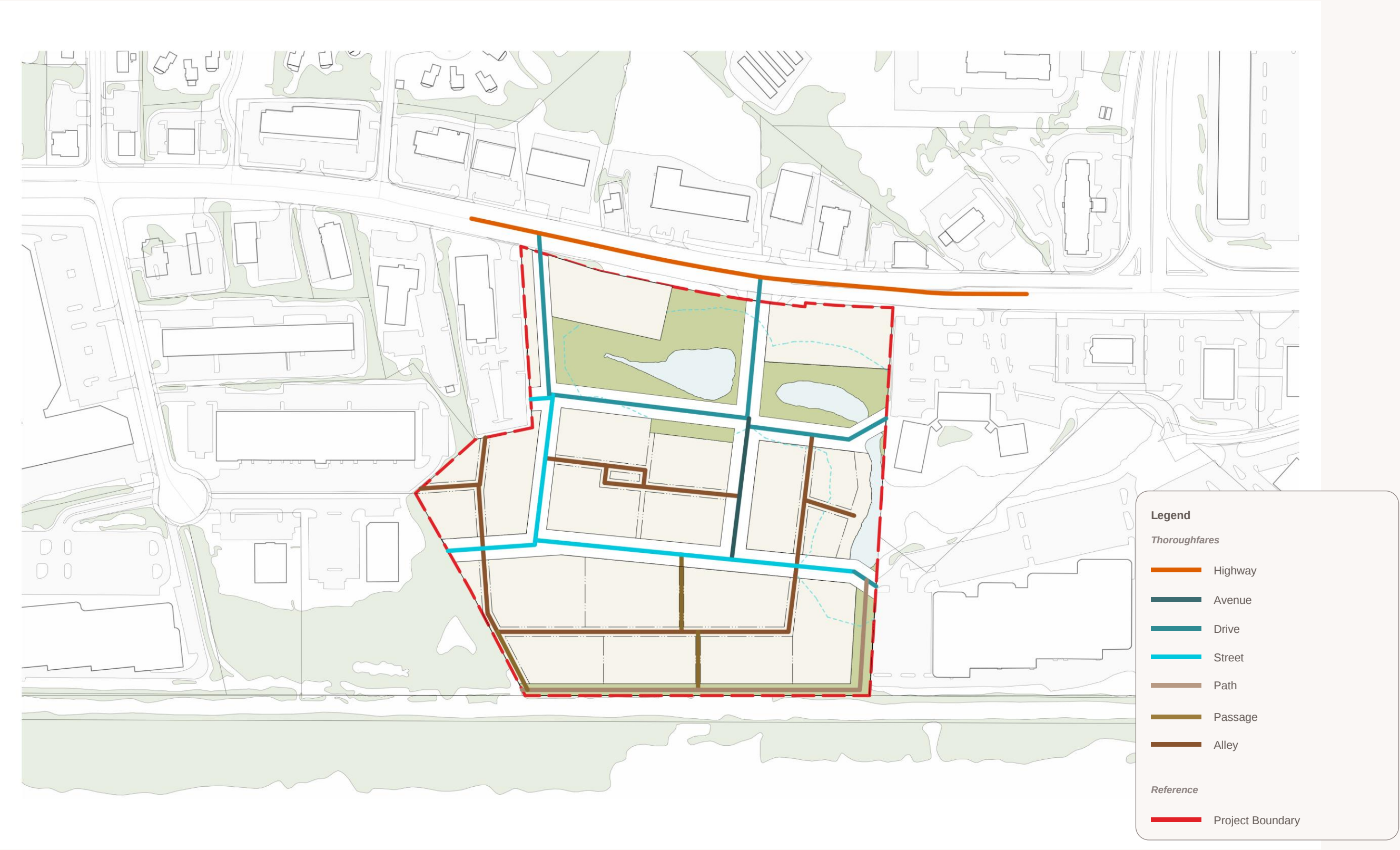
Thoroughfares — Base Zoning (CI)

Connected network required by MPD, but no block size maximums limit spacing



Thoroughfares — Mid-Rise Overlay

Block size maximums (600 ft face / 1,800 ft perimeter) enforce walkable spacing



Regulating Plan

Article 8. Master Planned Development | Article 13. Administration

A Regulating Plan is the regulatory instrument that translates a Master Plan into enforceable zoning standards for a specific site. It is required for every Master Planned Development and, once adopted, becomes the governing document for all subsequent site plan and building permit applications within the development area.

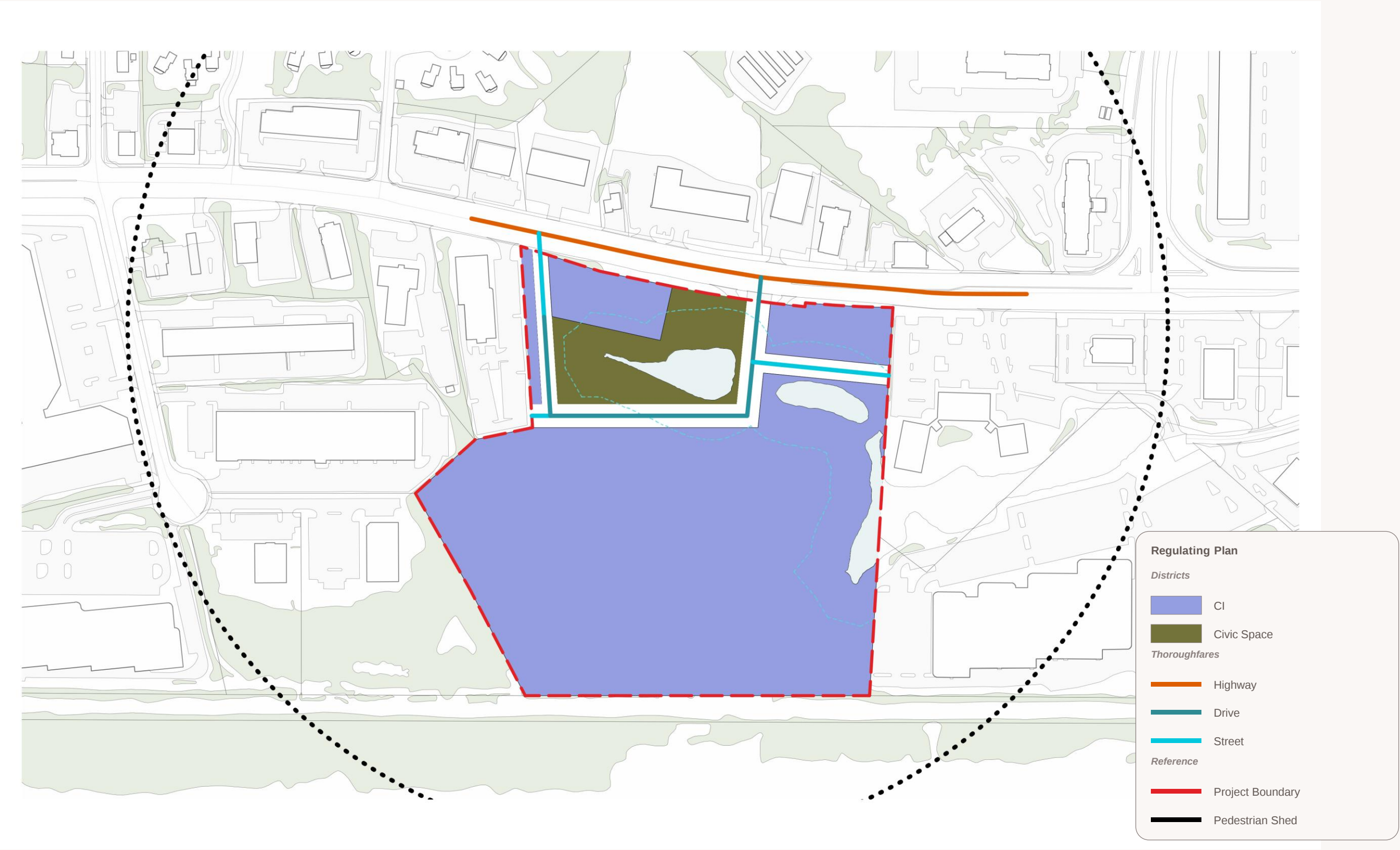
The Regulating Plan must delineate the following elements (Article 8. § 190-49):

1. District boundaries — showing the location and extent of each district assigned to the site, consistent with the allocation requirements of Table 7-1.
2. Thoroughfare network — the location, type, and alignment of all proposed thoroughfares, including connections to existing streets and stub-outs to adjacent parcels.
3. Civic space locations — the type, size, and placement of each civic space, demonstrating compliance with the 10–20% requirement and typology standards.
4. Pedestrian Shed — boundary and center point (Common Destination), confirming that the development is organized around a walkable core.
5. Block structure — showing compliance with block face and perimeter maximums, including any waiver areas (e.g., along the rail right-of-way).
6. Lot pattern — individual lot boundaries with dimensions, build-to zones, and setback lines.

The Regulating Plan is reviewed by the Planning Board (or TRC where eligible) as part of the Master Plan approval. Once adopted, it replaces the underlying zoning map for the development site and provides the framework for all subsequent entitlements.

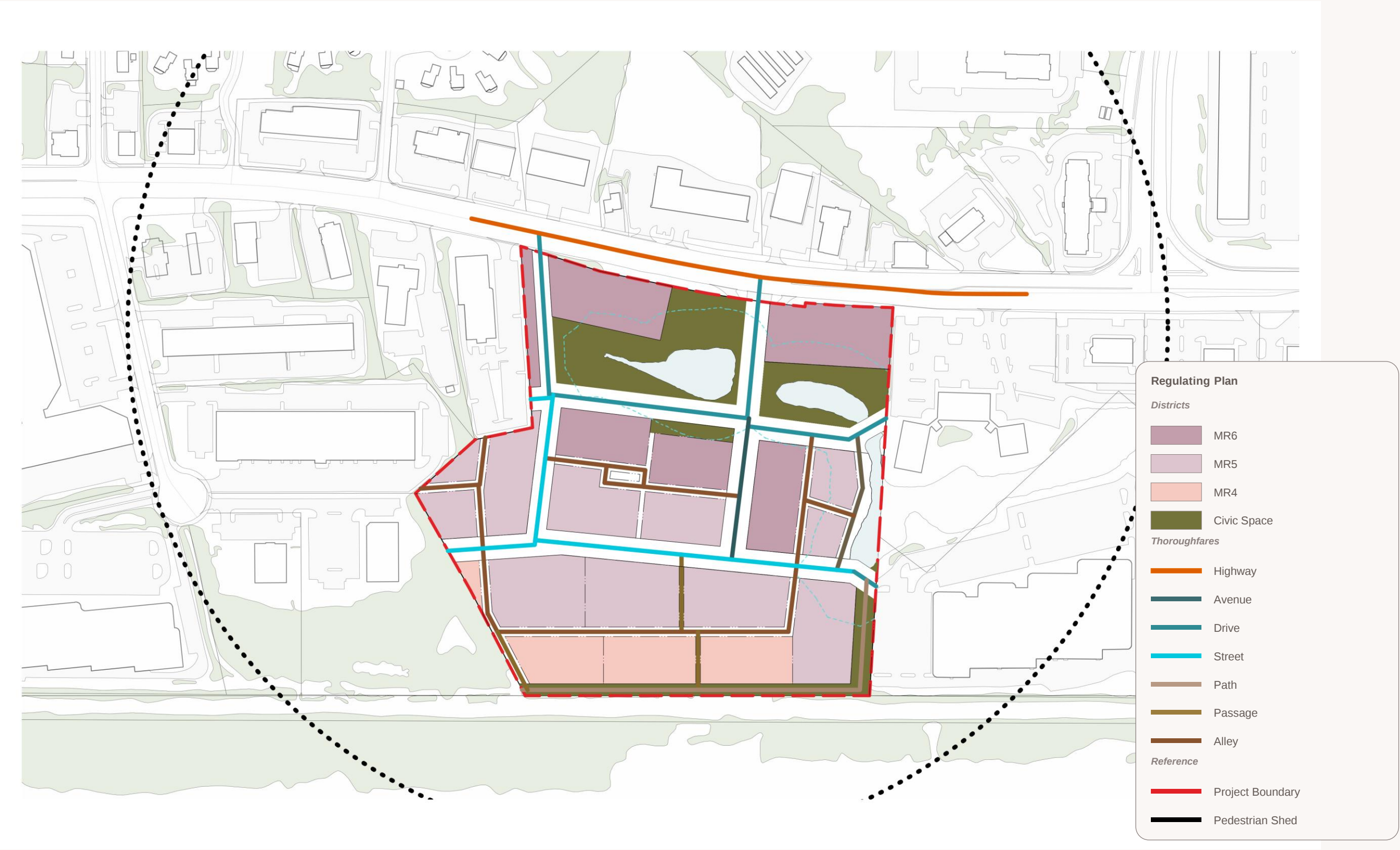
Regulating Plan — Base Zoning (CI)

Single CI district across entire site | No sub-district organization or Neighborhood Type



Regulating Plan — Mid-Rise Overlay

MR6 25% | MR5 55% | MR4 20% | Districts organized around Common Destinations



Building Types

Primary and accessory building types permitted by district, and the massing components that shape building form

Primary Building Types — Mid-Rise Districts

Article 6. Building Standards | § 190-39 Primary Building Types

MR6 (Mid-Rise 6): Block Building | General Building | Civic Building

MR5 (Mid-Rise 5): General Building | Apartment House | Townhouse | Live/Work Flex | Civic Building

MR4 (Mid-Rise 4): Apartment House | Townhouse | Live/Work Flex | House | Civic Building

CI (Base Zoning): Block Building | General Building | Mill Building | Lab Building | Commercial Building | Civic Building

Each district's permitted building types establish the range of building forms, floor plates, and uses allowed. A developer selects a building type from the district's menu and must comply with that type's dimensional standards.

Case study buildings: Block Building (CI scenario) | General Building (MR6 overlay scenario)

Accessory Building Types & Massing Components

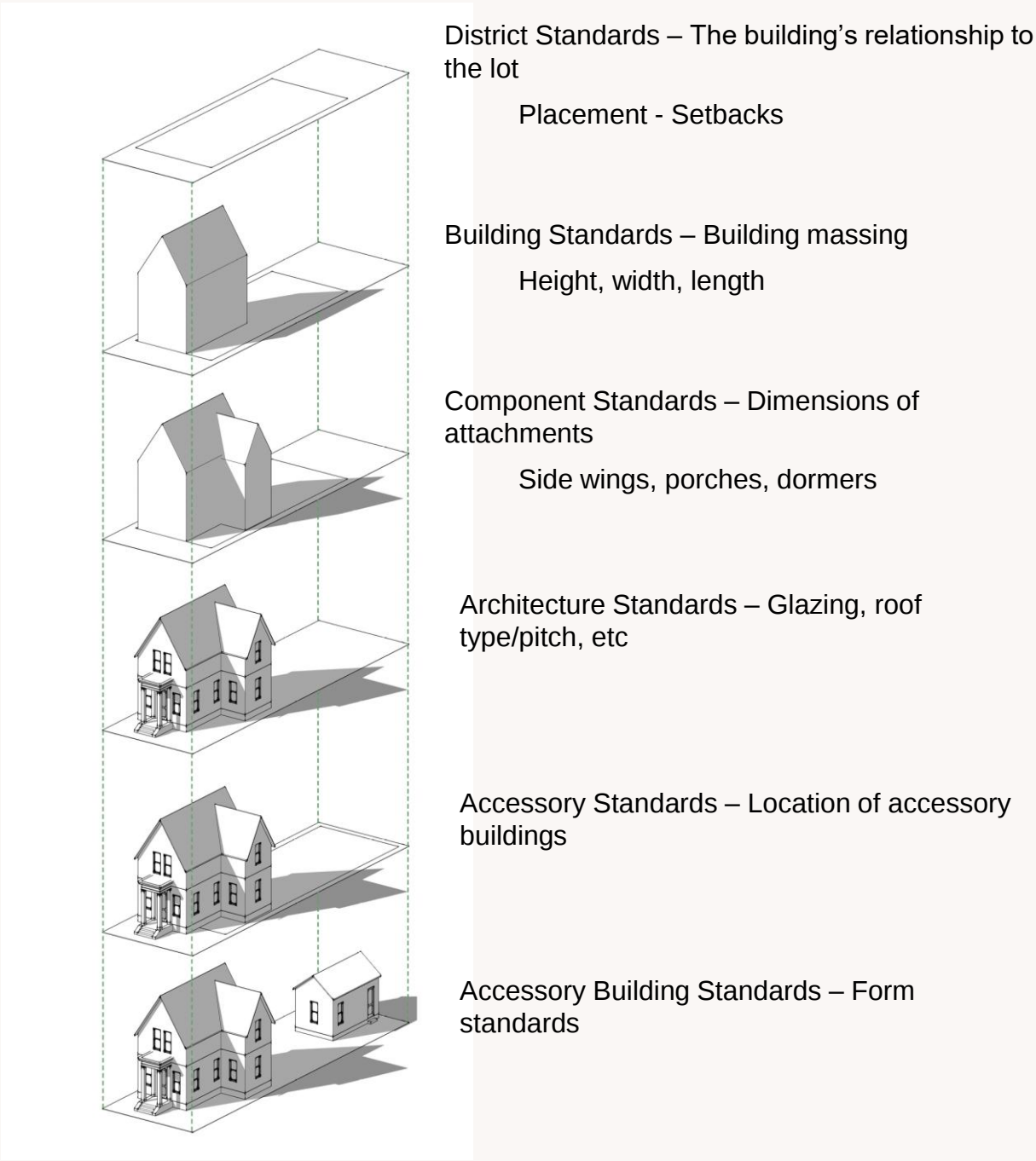
Article 6. Building Standards | § 190-40 Accessory Building Types | Massing Components

Accessory Building Types: Smaller structures permitted alongside a primary building, including carriage houses, accessory dwelling units, and detached garages. Each has its own dimensional standards for height, setback, and lot coverage.

Massing Components shape a primary building's three-dimensional form:

- Side Wing — max 2/3 the width of main massing; creates articulated facades and light courts
- Rear Wing — extends behind main massing; may exceed main massing height by 1 story in some types
- Upper Story Setback — required stepback above a specified floor; reduces apparent mass at the street
- Arcade / Gallery — ground-floor covered pedestrian passage along a facade
- Tower — vertical accent element; limited footprint and additional height allowance

Each building type page specifies which massing components are permitted and their dimensional limits.

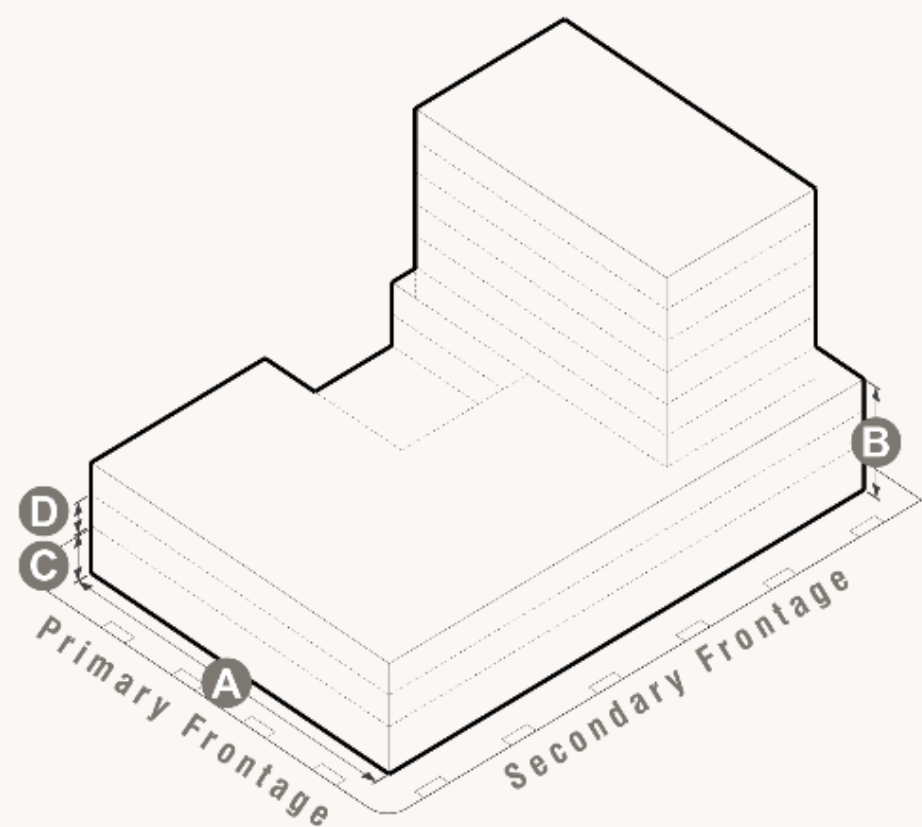


Base Scenario Building Types

Building types permitted under Commercial Industry (CI) base zoning | Article 6. Building Standards

Block Building

Base Scenario (CI) | Article 6. Building Standards | Largest-format primary building type



A multi-story structure with a substantial floor plate and ground-floor commercial spaces. Occupies a corner lot fronting at least three thoroughfares or civic spaces. In districts permitting six or more stories, the podium can be six stories maximum with any additional stories designed as tower(s).

Building Form	Standard
Building Width (A)	240 ft max
Floor Plate Area (B)	35,000 sf max
Stories (CI)	4 min, 5 max
First Floor Height (D)	18 ft min
Upper Floor Height (E)	10 ft min
Facade Build Out (Primary)	80% min
Facade Build Out (Secondary)	60% min
Attachments	2 sides max

Density & Use	Standard
Density Factor (<6,500 sf)	1,125 sf min
Density Factor (≥6,500 sf)	850 sf min
Net Zero Building DF	650 sf min
IZ Units Provided DF	650 sf min
IZ Requirement	See Table 73-1
1st Floor Fenestration (Prim.)	70% min
Upper Floor Fenestration	15–50% max
Blank Wall	20 ft max

Permitted Districts: CI MR5 MR6

Stories by District:
CI (CB/CIndust): 4 min, 5 max
MR5: 4 min, 5 max
MR6: 4 min, 6 max

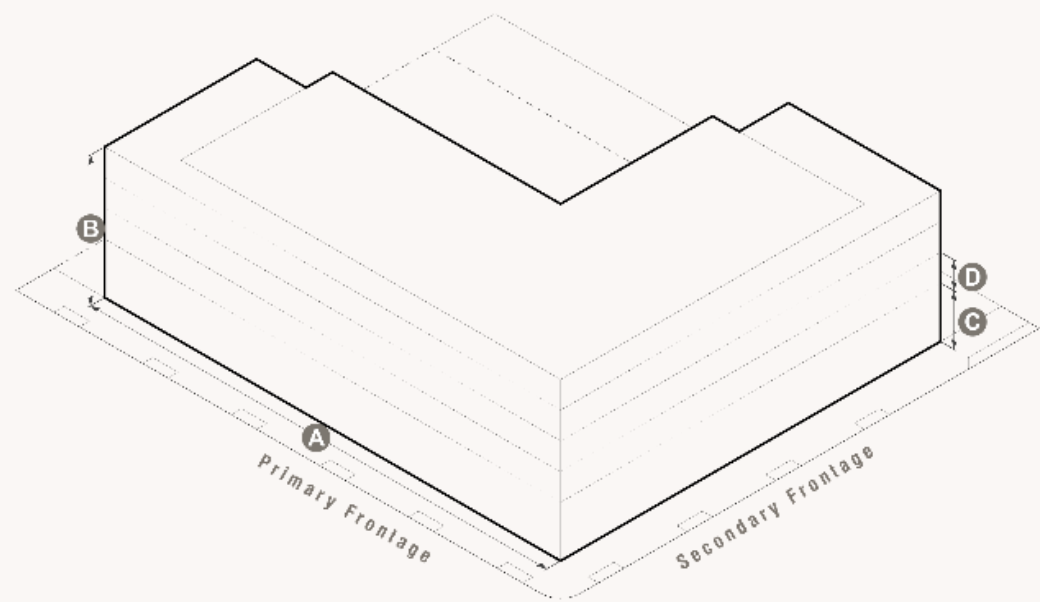
Site Layout	CI
Lot Coverage	100% max
Open Space	15% min
Green Score	0.20 min, 0.25 ideal
Parking Setback (Prim.)	30 ft min
Parking Setback (Sec.)	20 ft min
Front Setback	0 ft min (no max)
Side Setback	0 ft min (10 ft abutting NR)
Rear Setback	10 ft min (15 ft abutting NR)
Min Lot Width	30 ft min (no max)

Massing Component	Key Dimensions
Extended Storefront	Width: ≤ building face width; Height: ≤ total stories; Fenestration: 70% min storefront
Side Wing	Width: max ⅔ primary width; Projection: max ⅔ primary width; Setback: 8 ft min from façade; Height: ≤ primary building
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building
Tower	Area: 200 sf max; Height: 1 story above primary; Must attach to main mass

Source: Nashua reCODE | Article 6. Building Standards | Article 3. District Standards

General Building

Base Scenario (CI) | Article 6. Building Standards | Large floor plate mixed-use



A multi-story, large floor plate building with ground floor commercial and lobby spaces featuring a flexible facade design with regular fenestration, multiple entrances, and a rectilinear form. Upper stories accommodate residential, office, or other permitted uses.

Building Form	Standard
Building Width (A)	200 ft max
Floor Plate Area	30,000 sf max
Stories (CI)	3 min, 5 max
First Floor Height (C)	18 ft min
Upper Floor Height (D)	10 ft min
Facade Build Out (Primary)	80% min
Facade Build Out (Secondary)	65% min
Attachments	2 sides max

Density & Use	Standard
Density Factor (<6,500 sf)	1,125 sf min
Density Factor (≥6,500 sf)	850 sf min
Net Zero Building DF	650 sf min
IZ Units Provided DF	650 sf min
IZ Requirement	See Table 73-1
1st Floor Fenestration (Prim.)	70% min
Upper Floor Fenestration	15–50%
Blank Wall	20 ft max

Permitted Districts: CI MR3 MR4 MR5 MR6

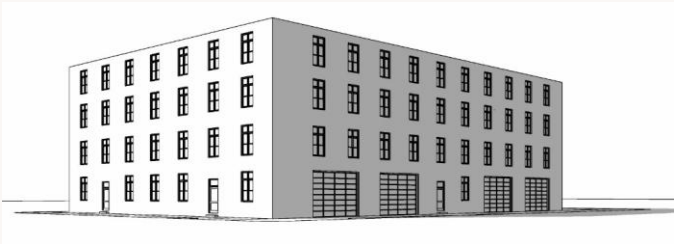
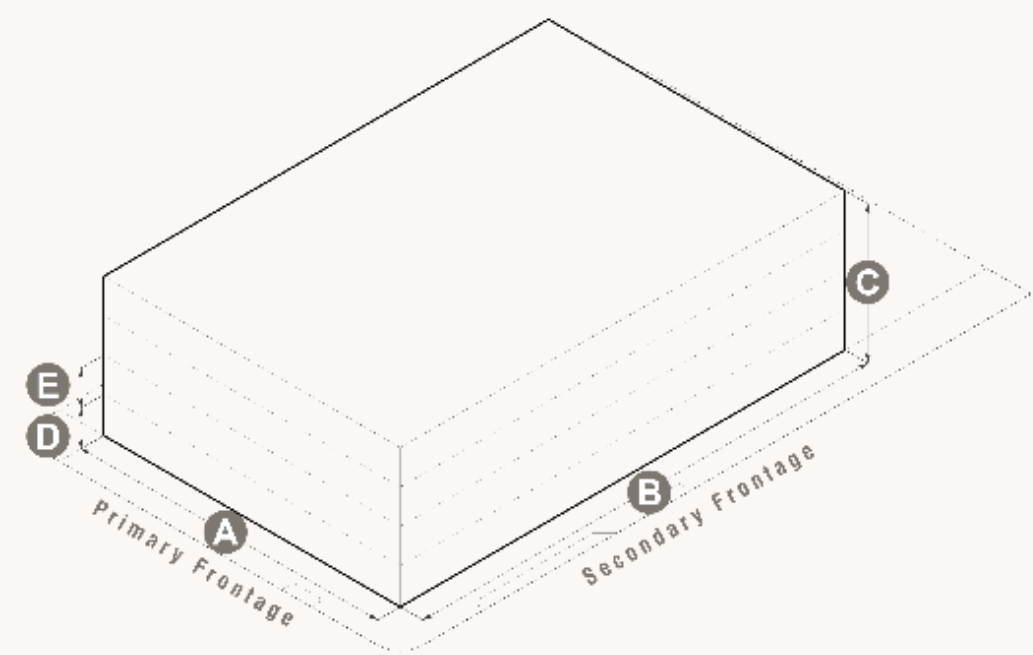
Stories by District:
CI (CB/CIndust): 3 min, 5 max
MR3: 3 min, 3 max
MR4: 3 min, 4 max
MR5: 3 min, 5 max
MR6: 3 min, 6 max

Site Layout	CI
Lot Coverage	100% max
Open Space	15% min
Green Score	0.20 min, 0.25 ideal
Parking Setback (Prim.)	30 ft min
Parking Setback (Sec.)	20 ft min
Front Setback	0 ft min (no max)
Side Setback	0 ft min (10 ft abutting NR)
Rear Setback	10 ft min (15 ft abutting NR)
Min Lot Width	30 ft min (no max)

Massing Component	Key Dimensions
Connector	Width: 8 ft min, max 2 ft less than narrowest face; Length: ≤ primary building
Extended Storefront	Width: ≤ building face width; Height: ≤ total stories; Fenestration: 70% min storefront
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building
Side Wing	Width: max ⅓ primary width; Projection: max ⅓ primary width; Setback: 8 ft min from façade; Height: ≤ primary building
Penthouse	Area: 40% less than floor below; Eave height: 12 ft max; Orient away from frontage

Source: Nashua reCODE | Article 6. Building Standards | Article 3. District Standards

Fabrication Building



A moderate to large floor plate, multi-story building typically designed with tall ceilings, expansive windows, wide corridors, service elevators, and loading docks. The design accommodates flexible space for light industrial, maker, and creative production uses.

Building Form	Standard
Building Width (A)	No max
Floor Plate Area	30,000 sf max
Stories (CI)	2 min, 5 max
First Floor Height (D)	15 ft max
Upper Floor Height (E)	10 ft max
Facade Build Out (Primary)	65% min
Facade Build Out (Secondary)	65% min
Attachments	2 sides max

Density & Use	Standard
1st Floor Fenestration (Prim.)	50% min
1st Floor Fenestration (Sec.)	15% min
Upper Floor Fenestration	15–70%
Blank Wall	50 ft max

Permitted Districts: CI MR3 MR4 MR5 MR6 FAB

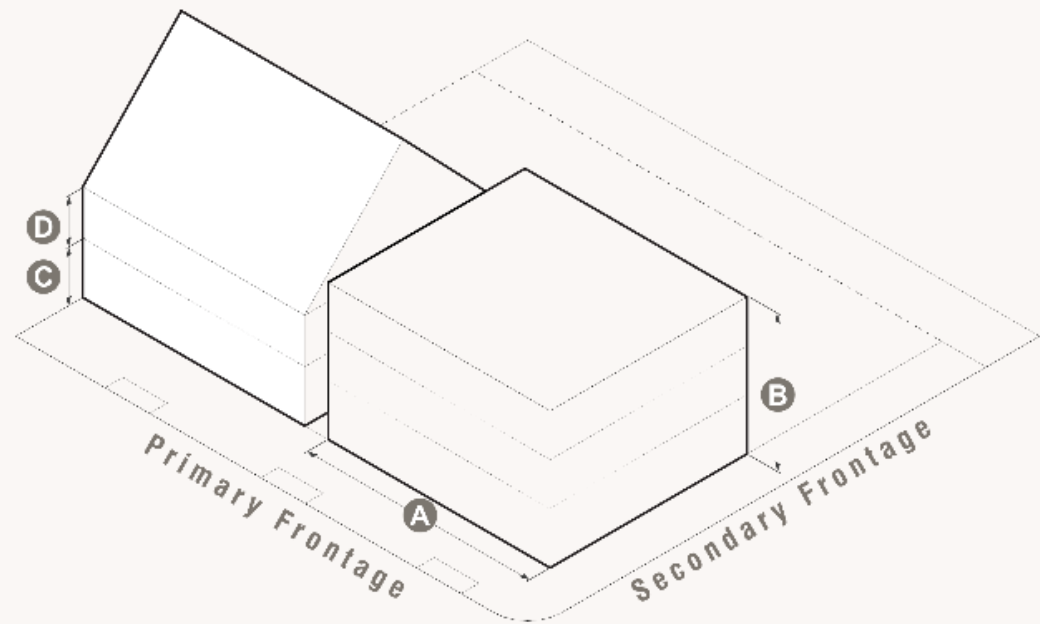
Stories by District:
CI (CB/CIndust): 2 min, 5 max
MR3: 2 min, 3 max
MR4: 2 min, 4 max
MR5: 2 min, 5 max
MR6: 2 min, 5 max

Site Layout	CI
Lot Coverage	100% max
Green Score	0.20 min
Parking Setback (Prim.)	20 ft min
Parking Setback (Sec.)	20 ft min
Front Setback	0 ft min (no max)
Side Setback	0 ft min (10 ft abutting NR)
Rear Setback	10 ft min (15 ft abutting NR)
Min Lot Width	30 ft min (no max)

Massing Component	Key Dimensions
Connector	Width: 8 ft min, max 2 ft less than narrowest face; Length: ≤ primary building
Extended Storefront	Width: ≤ building face width; Height: ≤ total stories; Fenestration: 70% min storefront
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building
Side Wing	Width: max ⅓ primary width; Projection: max ⅓ primary width; Setback: 8 ft min from façade; Height: ≤ primary building
Penthouse	Area: 40% less than floor below; Eave height: 12 ft max; Orient away from frontage
Tower	Area: 200 sf max; Height: 1 story above primary; Must attach to main mass
Porte-Cochere	Width: 16 ft max; Projection: 9 ft min; Height: 1 story

Small General Building

Base Scenario (CI) | Article 6. Building Standards | Mid-scale commercial/mixed-use



A multi-story, small to medium floor plate building with ground floor commercial and lobby spaces featuring a flexible facade design with regular fenestration, multiple entrances, and a rectilinear form. A storefront component is required on the first floor primary frontage.

Building Form	Standard
Building Width (A)	150 ft max
Floor Plate Area	20,000 sf max
Floor Plate (UR)	15,000 sf max
Stories (CI)	2 min, 5 max
First Floor Height (C)	15 ft max
Upper Floor Height (D)	10 ft max
Facade Build Out (Primary)	80% min
Facade Build Out (Secondary)	65% min
Attachments	2 sides max

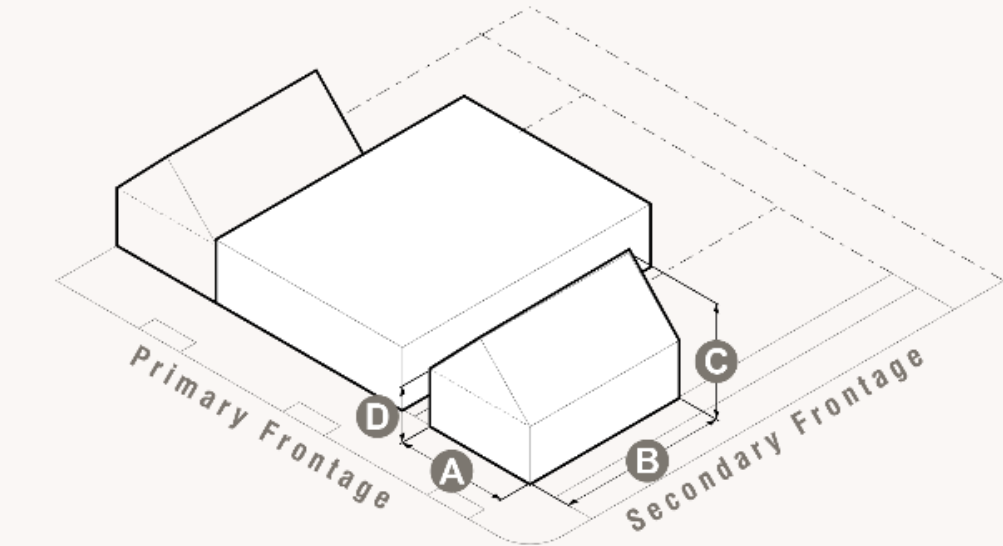
Density & Use	Standard
Density Factor (<6,500 sf)	1,125 sf min
Density Factor (≥6,500 sf)	850 sf min
Net Zero Building DF	650 sf min
IZ Units Provided DF	650 sf min
IZ Requirement	See Table 73-1
1st Floor Entrance Spacing	30 ft max
Commercial Space Depth	30 ft min
1st Floor Fenestration (Prim.)	60% min
Blank Wall	20 ft max

Permitted Districts: CI MR3 MR4 MR5 MR6

Stories by District:
CI (CB/CIndust): 2 min, 5 max
MR3: 2 min, 3 max
MR4: 2 min, 4 max
MR5: 2 min, 5 max
MR6: 2 min, 6 max

Site Layout	CI
Lot Coverage	100% max
Green Score	0.20 min, 0.25 ideal
Parking Setback	Prim: 30 ft, Sec: 20 ft
Build-to Zone / Front	0 ft min (no max)
Side / Rear	0 ft (10 NR) / 10 ft (15 NR)
Min Lot Width	30 ft min (no max)

Massing Component	Key Dimensions
Connector	Width: 8 ft min, max 2 ft less than narrowest face; Length: ≤ primary building
Extended Storefront	Width: ≤ building face width; Height: ≤ total stories; Fenestration: 70% min storefront
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building
Side Wing	Width: max ⅔ primary width; Projection: max ⅔ primary width; Setback: 8 ft min from façade; Height: ≤ primary building
Penthouse	Area: 40% less than floor below; Eave height: 12 ft max; Orient away from frontage



A single-story structure designed in a simple, flexible layout ideal for retail or small commercial uses. The building type requires a storefront to promote an active commercial presence. One of the simpler building types in the code.

Building Form	Standard
Building Width (A)	18 ft min, 90 ft max
Building Length (B)	60 ft max
Stories (CI)	1–2 max
First Floor Height (D)	20 ft max
Upper Floor Height	18 ft max
Facade Build Out (Primary)	80% min
Facade Build Out (Secondary)	65% min
Attachments	1 side max

Density & Use	Standard
1st Floor Fenestration (Prim.)	20–70%
Upper Floor Fenestration	20–50%

Permitted Districts: CI MR3 MR4

Stories by District:
CI (CB): 1 max
CI (CIndust): 2 max
MR3/M R4: 2 max

Site Layout	CI
Lot Coverage	100% max
Green Score	0.20 min
Parking Setback (Prim.)	30 ft min
Front Setback	0 ft min (no max)
Side Setback	0 ft min (10 ft abutting NR)
Rear Setback	10 ft min (15 ft abutting NR)
Min Lot Width	30 ft min (no max)

Massing Component	Key Dimensions
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building
Side Wing	Width: max ⅔ primary width; Projection: max ⅔ primary width; Setback: 8 ft min from façade; Height: ≤ primary building

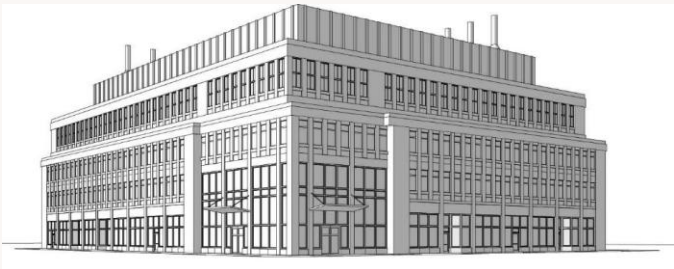
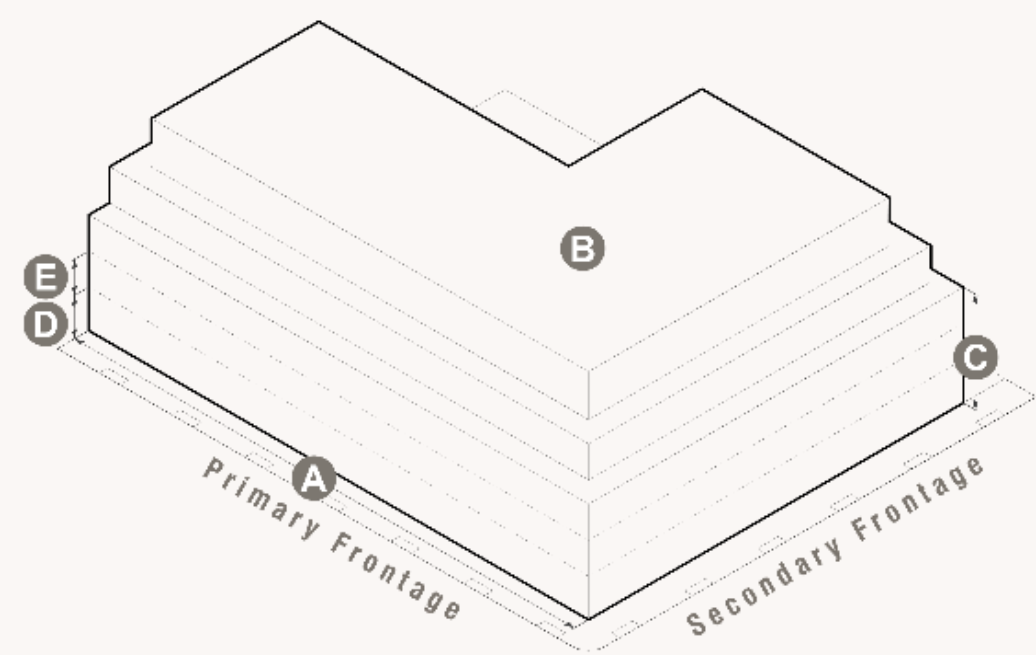
Overlay Scenario Building Types

Building types permitted under Mid-Rise Neighborhood District Group (MR4/MR5/MR6) | Article 6. Building Standards

Includes all of the Building Types in the Base Scenario, plus the following:

Lab Building

Overlay Scenario (MR5/MR6) | Article 6. Building Standards | Research & development



A large floor plate, multi-story primary building specifically designed for complex, highly specialized, and mechanically intensive spaces tailored to meet the needs of laboratory and research & development uses. Requires tall floor-to-floor heights and robust structural/mechanical systems.

Building Form	Standard
Building Length	100 ft max
Building Area	50,000 sf max
Number of Stories	5 max
First Floor Height	15 ft min
Upper Floor Height	12 ft min
First Floor Elevation	0 ft min
Attachments	2 sides max

Density & Use	Standard
1st Floor Fenestration	20% min
Upper Floor Fenestration	20% min

Permitted Districts: MR5 MR6

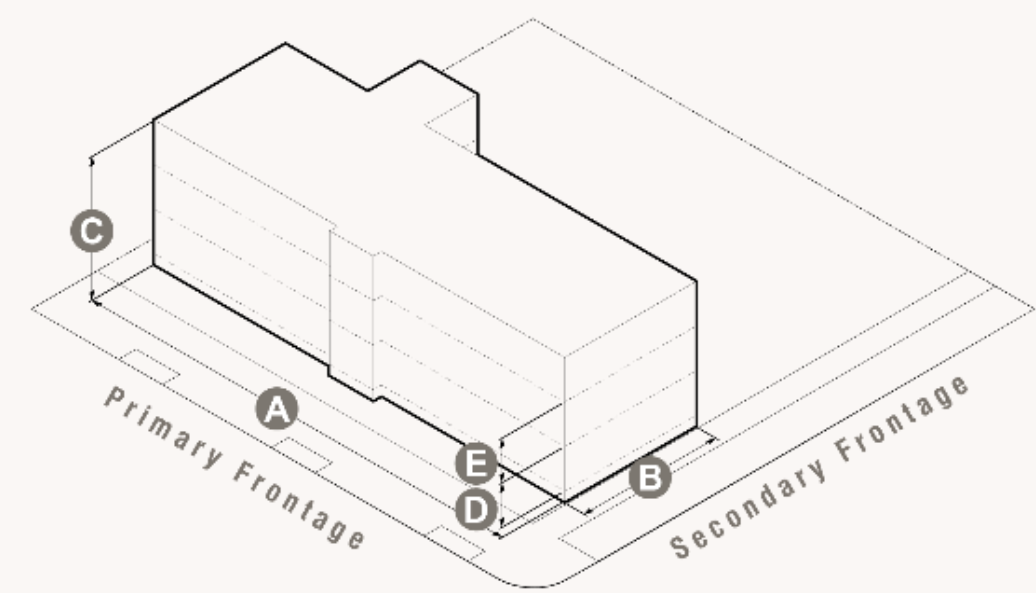
Stories by District:
MR5: 5 max
MR6: 5 max

Site Layout	MR5 MR6
Lot Coverage	100% max
Open Space	15% min
Green Score	0.20 min, 0.25 ideal
Parking Setback (Prim.)	30 ft min
Parking Setback (Sec.)	30 ft min
Front Setback	2 ft min, 12 ft max
Side Setback	0 ft min (10 ft abutting NR)
Rear Setback	10 ft min (0 ft at Alley/Rail ROW)
Build-to Zone	2–12 ft
Min Lot Width	30 ft min

Massing Component	Key Dimensions
Connector	Width: 8 ft min, max 2 ft less than narrowest face; Length: ≤ primary building
Extended Storefront	Width: ≤ building face width; Height: ≤ total stories; Fenestration: 70% min storefront
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building
Side Wing	Width: max ¾ primary width; Projection: max ¾ primary width; Setback: 8 ft min from façade; Height: ≤ primary building
Penthouse	Area: 40% less than floor below; Eave height: 12 ft max; Orient away from frontage

Apartment Building

Overlay Scenario (MR3–MR6) | Article 6. Building Standards | Multi-family residential



A building with multiple dwelling units primarily accessed from a single principal entrance. Multi-story design typically includes balconies, stoops, and details characteristic of residential structures. Ground floor units should be elevated above grade to position window sills at pedestrian eye level.

Building Form	Standard
Building Width (A)	200 ft max
Floor Plate Area	16,000 sf max
Floor Plate (≥M R4)	20,000 sf max
Stories (M R4)	2 min, 4 max
Stories (M R5)	2 min, 5 max
Stories (M R6)	2 min, 6 max
First Floor Height (D)	9 ft min, 14 ft max
Upper Floor Height (E)	9 ft min, 12 ft max
Facade Build Out (Primary)	80% min
Facade Build Out (Secondary)	65% min
Attachments	2 sides max

Density & Use	Standard
Density Factor (<5,000 sf)	1,500 sf min
Density Factor (≥5,000 sf)	1,125 sf min
Net Zero Building DF	850 sf min
IZ Units Provided DF	850 sf min
IZ Requirement	See Table 73-1
1st Floor Fenestration (Prim.)	20–50%
Upper Floor Fenestration	20–50%
Blank Wall	20 ft max

Permitted Districts: MR3 MR4 MR5 MR6

Stories by District:

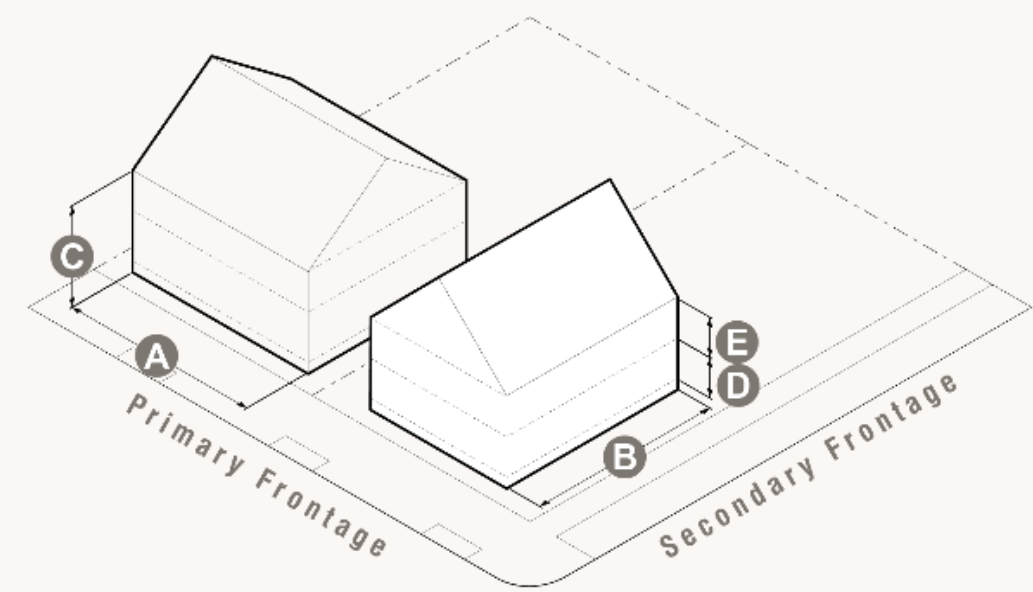
- MR3: 2 min, 3 max
- MR4: 2 min, 4 max
- MR5: 2 min, 5 max
- MR6: 2 min, 6 max

Site Layout	MR3 MR4 MR5 MR6
Lot Coverage	65% max
Green Score	0.35 min, 0.40 ideal
Parking Setback	Prim: 20 ft, Sec: 10 ft
Build-to Zone / Front	2–12 ft
Side / Rear	0 ft (10 NR) / 10 ft (0 Alley/Rail)
Lot Width	24 ft (MR3/4), 30 ft (MR5/6)

Massing Component	Key Dimensions
Connector	Width: 8 ft min, max 2 ft less than narrowest face; Length: ≤ primary building
Side Wing	Width: max ⅔ primary width; Projection: max ⅔ primary width; Setback: 8 ft min from façade; Height: ≤ primary building
Porte-Cochere	Width: 16 ft max; Projection: 9 ft min; Height: 1 story
Tower	Area: 200 sf max; Height: 1 story above primary; Must attach to main mass
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building

Small Apartment Building

Overlay Scenario (MR3/MR4) | Article 6. Building Standards | Smaller multi-family



A small to moderate floor plate building with multiple dwelling units primarily accessed from a single principal entrance. Multi-story design with balconies, stoops, and residential character. Suitable for transitional areas between lower and higher intensity districts.

Building Form	Standard
Building Width (A)	140 ft max
Floor Plate Area	7,000 sf max
Floor Plate (w/ Forecourt)	16,000 sf max
Stories (MR3)	2 min, 3 max
Stories (MR4)	2 min, 4 max
First Floor Height (D)	9 ft min, 14 ft max
Upper Floor Height (E)	9 ft min, 12 ft max
First Floor Elevation	2 ft min
Facade Build Out (Primary)	80% min
Facade Build Out (Abt NR)	70% min

Density & Use	Standard
Density Factor (<5,000 sf)	1,500 sf min
Density Factor (≥5,000 sf)	1,125 sf min
Net Zero Building DF	850 sf min
IZ Units Provided DF	850 sf min
IZ Requirement	See Table 73-1
1st Floor Fenestration (Prim.)	20–50%
Upper Floor Fenestration	20–50%
Blank Wall	20 ft max

Permitted Districts: MR3 MR4

Stories by District:

MR3: 2 min, 3 max

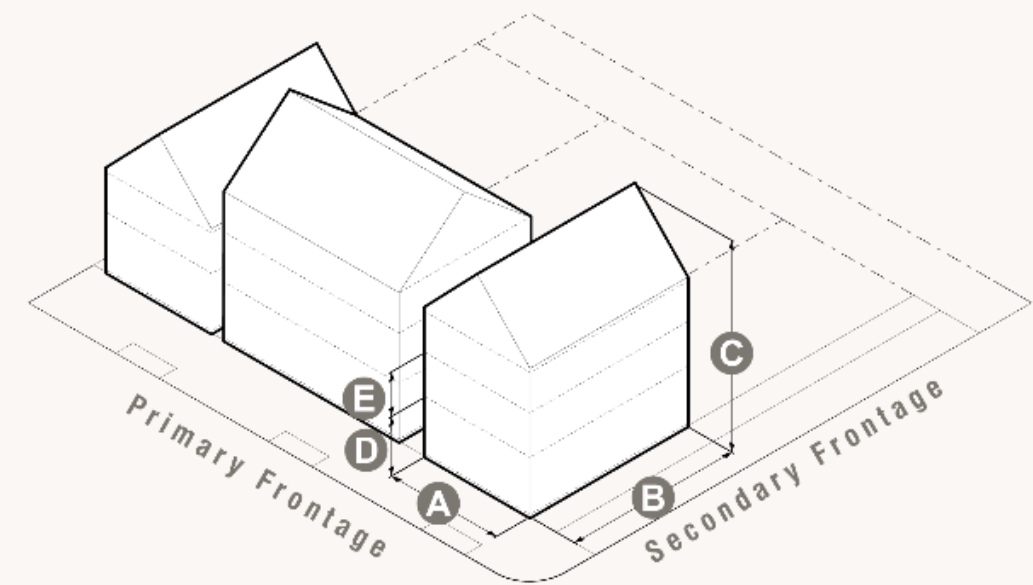
MR4: 2 min, 4 max

Site Layout	MR3 MR4
Lot Coverage	65% max
Green Score	0.35 min, 0.40 ideal
Parking Setback	Prim: 20 ft, Sec: 10 ft
Build-to Zone / Front	2–12 ft
Side / Rear	0 ft (10 NR) / 10 ft (0 Alley/Rail)
Lot Width / Depth	24 ft / 80 ft (MR3), 50 ft (MR4)

Massing Component	Key Dimensions
Connector	Width: 8 ft min, max 2 ft less than narrowest face; Length: ≤ primary building
Side Wing	Width: max ⅔ primary width; Projection: max ⅔ primary width; Setback: 8 ft min from façade; Height: ≤ primary building
Porte-Cochere	Width: 16 ft max; Projection: 9 ft min; Height: 1 story
Tower	Area: 200 sf max; Height: 1 story above primary; Must attach to main mass
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building

Shophouse

Overlay Scenario (MR3/MR4) | Article 6. Building Standards | Ground-floor retail + upper residential



A small-to-large-sized, multi-story building that combines commercial and residential uses within a single structure. The ground floor features a storefront and direct street access designed for commercial use. A Gallery may be built on the third floor if above a Gallery on the floor below.

Building Form	Standard
Building Width (A)	36 ft max
Building Length (B)	60 ft max
Number of Stories (C)	3 max
First Floor Height (D)	12 ft min, 18 ft max
Upper Floor Height (E)	9 ft min, 12 ft max
First Floor Elevation	0 ft min
Facade Build Out (Primary)	80% min
Facade Build Out (Secondary)	65% min
Attachments	1 side max

Density & Use	Standard
Density Factor (<6,500 sf)	950 sf min
Density Factor (≥6,500 sf)	850 sf min
Net Zero Building DF	650 sf min
1st Floor Fenestration (Prim.)	35–70%
1st Floor Fenestration (Sec.)	20–70%
Upper Floor Fenestration	20–50%

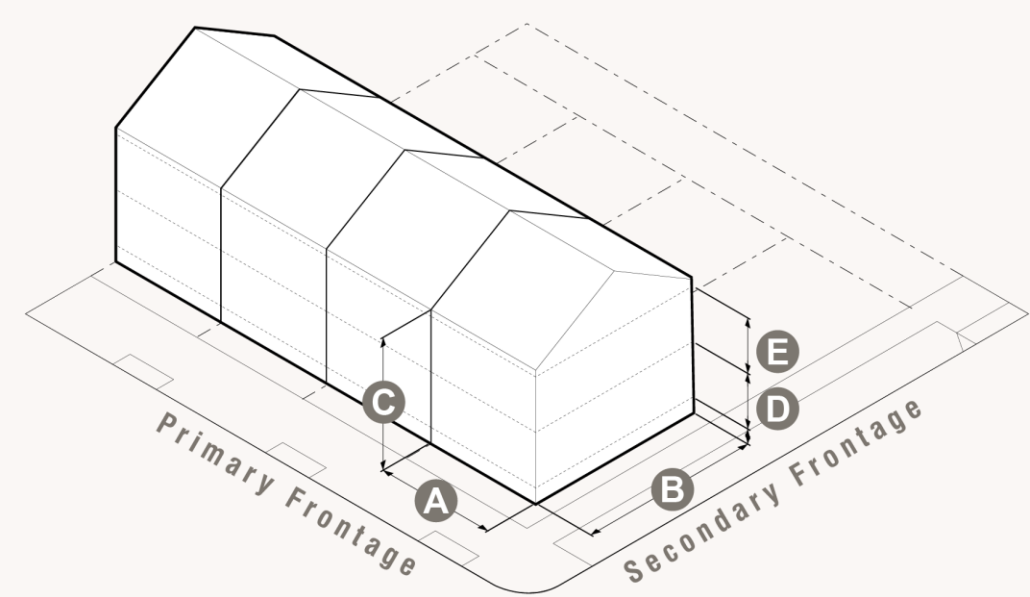
Permitted Districts: MR3 MR4

Stories by District:
MR3/MR4: 3 max

Site Layout	MR3MR4
Lot Coverage	65% max
Green Score	0.35 min, 0.40 ideal
Parking Setback	Prim: 20 ft, Sec: 10 ft
Build-to Zone / Front	2–12 ft
Side / Rear	0 ft (10 NR) / 10 ft (0 Alley/Rail)
Lot Width / Depth	24 ft / 80 ft (MR3), 50 ft (MR4)

Massing Component	Key Dimensions
Connector	Width: 8 ft min, max 2 ft less than narrowest face; Length: ≤ primary building
Side Wing	Width: max ⅔ primary width; Projection: max ⅔ primary width; Setback: 8 ft min from façade; Height: ≤ primary building
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building
Tower	Area: 200 sf max; Height: 1 story above primary; Must attach to main mass

Townhouse



A multi-story, attached building type characterized by individual houses that share common side walls with adjacent houses. Each building typically has a separate primary entrance directly accessible from the street. Must be constructed as part of a continuous row sharing party walls.

Building Form	Standard
Building Width (A)	18 ft min, 36 ft max
Building Length (B)	34 ft min, 60 ft max
Number of Stories (C)	2 min, 3 max
First Floor Height (D)	9 ft min, 12 ft max
Upper Floor Height (E)	9 ft min, 12 ft max
First Floor Elevation	2 ft min
Facade Build Out (Primary)	70% min
Attachments	1 side min

Density & Use	Standard
Density Factor (<6,500 sf)	950 sf min
Density Factor (≥6,500 sf)	850 sf min
Net Zero Building DF	650 sf min
1st Floor Fenestration (Prim.)	15–50%
Upper Floor Fenestration	15–50%

Permitted Districts: MR3 MR4

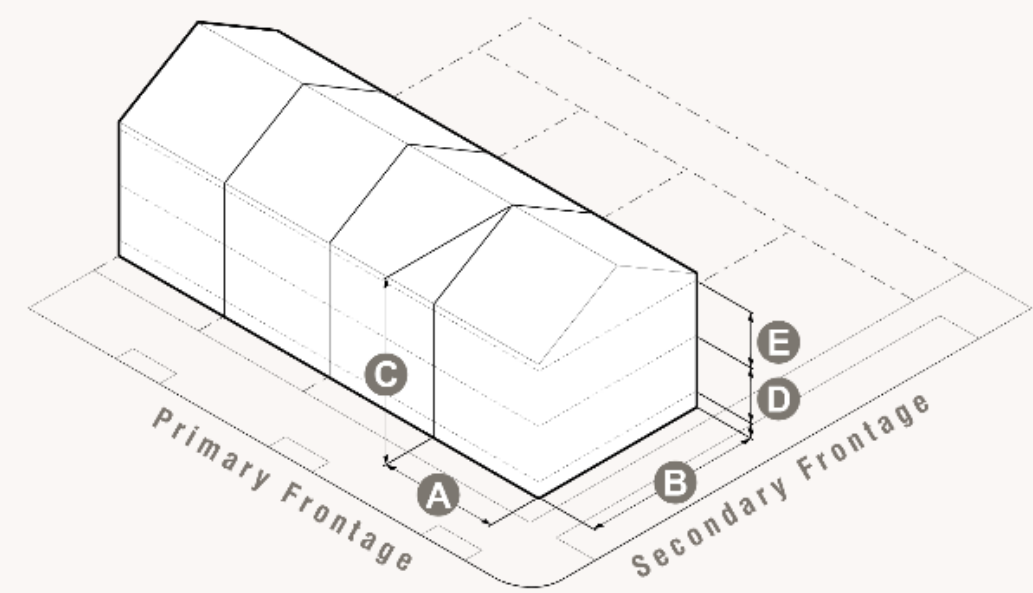
Stories by District:
MR3/M R4: 2 min, 3 max

Site Layout	MR3 MR4
Lot Coverage	65% max
Green Score	0.35 min, 0.40 ideal
Parking Setback	Prim: 20 ft, Sec: 10 ft
Build-to Zone / Front	2–12 ft
Side / Rear	0 ft (10 NR) / 10 ft (0 Alley/Rail)
Lot Width / Depth	24 ft / 80 ft (MR3), 50 ft (MR4)

Massing Component	Key Dimensions
Connector	Width: 8 ft min, max 2 ft less than narrowest face; Length: ≤ primary building
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building
Penthouse	Area: 40% less than floor below; Eave height: 12 ft max; Orient away from frontage
Side Wing	Width: max ⅓ primary width; Projection: max ⅓ primary width; Setback: 8 ft min from façade; Height: ≤ primary building
Porte-Cochere	Width: 16 ft max; Projection: 9 ft min; Height: 1 story

Live/Work Flex

Overlay Scenario (MR3/MR4) | Article 6. Building Standards | Commercial + residential hybrid



A small, multi-story building that combines commercial and residential uses within a single structure. The ground floor features a storefront and direct street access designed for commercial activity, while upper floors provide residential space. Must be built as part of a continuous row.

Building Form	Standard
Building Width (A)	18 ft min, 30 ft max
Building Length (B)	60 ft max
Number of Stories (C)	2 min, 3 max
First Floor Height (D)	12 ft min, 14 ft max
Upper Floor Height (E)	9 ft min, 12 ft max
First Floor Elevation	0 ft min
Facade Build Out (Primary)	80% min
Attachments	1 side min

Density & Use	Standard
Density Factor (<6,500 sf)	950 sf min
Density Factor (≥6,500 sf)	850 sf min
Net Zero Building DF	650 sf min
1st Floor Fenestration (Prim.)	20–70%
Upper Floor Fenestration	15–50%

Permitted Districts: MR3 MR4

Stories by District:
MR3/M R4: 2 min, 3 max

Site Layout	MR3 MR4
Lot Coverage	65% max
Green Score	0.30 min, 0.35 ideal
Parking Setback (Prim.)	20 ft min
Parking Setback (Sec.)	10 ft min
Front Setback	2 ft min, 12 ft max
Side Setback	0 ft min (10 ft abutting NR)
Rear Setback	10 ft min (0 ft at Alley/Rail ROW)
Build-to Zone	2–12 ft
Min Lot Width	24 ft min
Min Lot Depth	80 ft min

Massing Component	Key Dimensions
Connector	Width: 8 ft min, max 2 ft less than narrowest face; Length: ≤ primary building
Extended Storefront	Width: ≤ building face width; Height: ≤ total stories; Fenestration: 70% min storefront
Rear Addition	Width: max rear wall width less 2 ft; Projection: ≤ primary building width; Height: ≤ primary building
Side Wing	Width: max ⅓ primary width; Projection: max ⅓ primary width; Setback: 8 ft min from façade; Height: ≤ primary building

Density Factor

Calculating maximum dwelling units from gross floor area and building type

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Building Types & Density Factor

Article 6. Building Standards

- ☐ 56
- Each district permits specific building types. Select building types from the permitted list for each assigned district.
- ☐ 57
- Density Factor is calculated by dividing total gross floor area of the building by the Density Factor value for that building type.
- ☐ 58
- Density Factor tiers: standard (lot < 5,000 sf: 1,500 sf/unit), standard (lot ≥ 5,000 sf: 1,125 sf/unit), Sustainable Development (850 sf/unit), IZ Units Provided (per building type page).
- ☐ 59
- Gross floor area of structured parking (underground, above-ground, or podium) is excluded from the Density Factor calculation.
- ☐ 60
- Fractional dwelling units ≥ 0.5 rounded up. Sustainable Development Density Factor applies first, then IZ percentage applied to resulting unit count.

Density Factor — General Building (MR6)

Article 6. Building Standards | Article 1-2. Density Factor Definition

General Building in MR6 uses the same DF formula: $\text{GFA} / \text{DF value} = \text{max units}$.

General Building DF tiers:

Standard (lot < 5,000 sf): 1,500 sf/unit

Standard (lot $\geq$ 5,000 sf): 1,125 sf/unit

IZ or Sustainable Development bonus: 850 sf/unit

Key difference from Base zoning: the overlay permits residential as a use and triggers Inclusionary Zoning requirements (Article 11), but also unlocks access to more intensive building types.

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Inclusionary Zoning

Article 11. Affordable Housing | IZ Policy Matrix

61	IZ is required for all development within a Redevelopment Overlay District per Table 73-1.	65	Under 50 units: ≥2 price tiers, avg ≤100% AMI. 50–100 units: ≥2 tiers, avg ≤80% AMI. Over 100 units: ≥3 tiers, avg ≤75% AMI.
62	Ownership housing: 10–49 units = 10% IZ; 50–99 units = 15%; 100+ units = 20%.	66	Fractional IZ units rounded up, or buyout paid for fractional value.
63	Rental housing: same percentage thresholds (with density factor bonus available).	67	IZ units intermixed with market-rate — no clustering without Administrative Officer approval. Features must be comparable.
64	AMI tiers: Tier 1 = 80% AMI; Tier 2 = 60% AMI (Downtown/ Downtown East) or 100% AMI (Suburban Retrofit/Neighborhood Infill).	68	Deed restriction for 99 years (P) . Affordable Housing Agreement and AHIP required before certificate of occupancy.

Inclusionary Zoning — Worked Example

Article 11. | Table IZ Policy Matrix

Applying IZ to the two case study buildings:

Block Building (CI): IZ is not triggered under base CI zoning (no overlay opt-in).

Result: 0% IZ requirement. All units are market-rate.

General Building (MR6): IZ is required for all development within a Redevelopment Overlay District.

Ownership: 10-49 units = 10% IZ | 50-99 units = 15% | 100+ units = 20%

Rental: same percentage thresholds

AMI tiers: Tier 1 = 80% AMI | Tier 2 = 60% AMI (Downtown) or 100% AMI (Suburban Retrofit)

Under 50 units: >= 2 price tiers, avg <= 100% AMI

50-100 units: >= 2 tiers, avg <= 80% AMI

100+ units: >= 3 tiers, avg <= 75% AMI

Provision of IZ units results in a more advantageous Density Factor:

1,125 → 850 SF

In a 150,000 SF General Building (30,000sf floorplate x 5 stories):

1,125 SF Density Factory = **133 units**

850 SF Density Factor = **176 units**

43 additional Market Rate Units for the provision of **27** IZ units at an average of 75% AMI (across three tiers, 100%, 80%, 60%)

The IZ Density Factor can be achieved via provision of IZ units, or a payment-in-lieu (Buyout Fee)

Achieving the IZ Density Factor

Article 11. Inclusionary Zoning | Buyout Fee Methodology

1 Developer builds housing

Inclusionary Zoning requires a percentage of units in new developments to be affordable.

2 Off-site development - On-site isn't always ideal

Poor transit access, limited services, or project characteristics may make off-site production more effective.

3 Developer pays a Buyout Fee instead

The fee goes into the Housing Revolving Fund to produce affordable units elsewhere in Nashua.

“The ‘right-est’ basis is one where the development community will use the in-lieu program in situations where it makes sense. Setting a price point that will create infeasibility effectively neutralizes the program.” — Kyle Talente, RKG Associates

Two Approaches to Setting the Fee

How Do You Calculate a Buyout Fee?

Construction-Cost Basis

Fee = percentage of total development cost per unit (hard costs + soft costs + land)

- Single fee schedule — one number per bedroom type
- Tenure-neutral — same for rental or ownership
- Updated annually with ENR Building Cost Index

Limitation

Measures what it costs to build a unit — not what it costs to make one affordable. Can overprice some unit types and underprice others.

Value-Gap Basis

Fee = financial loss from making a unit affordable instead of market-rate — the actual subsidy a developer provides

- Separate fees for rental and ownership
- Directly tied to Nashua's affordability gap
- Recalibrated every 5 years with market data

Limitation

More complex to administer — requires periodic feasibility analysis with separate rental and ownership schedules.

Fee Comparison by Unit Type

All values per affordable unit | Value-gap fees calculated at 80% AMI

Fee Basis	Studio	1BR	2BR	3BR
Value-Gap: Rental	\$49,136	\$108,307	\$110,037	\$177,441
Value-Gap: Ownership	\$49,856	\$132,162	\$218,424	\$261,106
Construction-Cost at 50%	\$69,144	\$103,716	\$138,288	\$165,945
Current Draft, Construction-Cost (110%)	\$152,116	\$228,174	\$304,233	\$365,079

The construction-cost basis fees at 110% are 2–3× higher than the value-gap break-even. At these levels, no developer would use the buyout program, building on-site is cheaper. The Revolving Fund receives no revenue, and affordable units end up in locations that may not be well-suited for them.

Recommendation – Value Gap Approach

Setting fees at the actual cost of producing affordability

“We remain supportive of the value gap approach due to its more equitable outcomes on feasibility.” — Kyle Talente, RKG Associates

1 Fees reflect Nashua’s actual market

Based on the real income gap between market-rate and affordable units, not an abstract cost percentage.

2 Developers will actually use the program

Fees at break-even mean the buyout option is viable when on-site delivery provides less benefit than an in-lieu payment, generating real revenue for the Affordable Housing Trust Fund.

3 Built-in safeguards

Fee schedule is recalibrated every 5 years with updated feasibility data, and adjusted annually using the ENR Building Cost Index and Freddie Mac mortgage rate averages.

Why Not Construction-Cost?

Understanding the alternative approach

1 RKG calls it “acceptable”, but not recommended.

Construction cost measures what it costs to build a unit, not what it costs to make one affordable. The fee can overprice some unit types and underprice others.

2 Setting the construct-cost basis at 110% rate is 2–3× too high.

Every developer builds on-site because it's cheaper than buying out resulting in zero trust fund revenue. A reduced 50% rate approximates the value-gap, but it's not a direct measurement.

3 Admin complexity is similar for both approaches.

Staff need to be trained on administering and maintaining the fees regardless of method. No standardized indices exist for either. The City will be provided the Excel model and a step-by-step data guide.

4 Both approaches delegate fee updates to the Planning Board.

No code amendment required. CDD updates the fee schedule administratively when market conditions change and brings to Planning Board for approval/adoption. Standard practice in peer cities.

Housing Revolving Fund Revenue Impact

IZ Buyout Fee | Why the lower fee generates more revenue

“How much revenue would the Fund actually generate?”

Example — A 50-unit rental project with 5 IZ units where the developer buys out 2 units:

	Value-Gap Approach	Construction-Cost (110%)
Buyout for 2 × 1BR units	\$216,614	\$456,348
Likelihood developer uses buyout	Moderate	Very low
Expected Trust Fund revenue	~\$217K	~\$0 (builds on-site)

The lower fee that actually gets used generates more revenue than the higher fee that sits on paper.

Anticipated Questions

IZ Buyout Fee | Common concerns from Council and stakeholders

“Are we giving developers too easy of an exit?”

No. The value-gap fee equals the exact financial cost of producing an affordable unit. Developers pay the full affordability gap.

“Can the fees be updated without coming back to the Aldermen?”

Yes. The code delegates updates to the Planning Board. They recalibrate every 5 years using defined methodology and adjust annually with the ENR Building Cost Index. No code amendment required. RKG will provide the model and a data collection guide.

“Why not just use the simpler construction-cost method?”

Neither method is simple and both require expert analysis. Since admin burden is similar, the question is which measures the right thing. Value-gap directly measures the affordability subsidy. Construction cost is an approximation that can overshoot or undershoot the actual gap.

Site Standards

Landscaping, sustainability, stormwater, and signage requirements at the site level

Green Score

Article 9. Site Standards | Sustainability scoring by district

Each building type and district has a minimum Green Score and an ideal target score.

Green Score measures sustainability performance across categories including:

- Energy efficiency and renewable energy
- Water conservation and stormwater management
- Sustainable materials and construction practices
- Site design and habitat preservation

Developments achieving the ideal target score qualify for the Sustainable Development Density Factor bonus, which reduces the DF value and allows more dwelling units per square foot of GFA.

Meeting the Green Score ideal target is the pathway to unlocking the Sustainable Development DF tier.

Green Score

Article 9. Site Standards | Sustainability scoring by district

Green Score

=

$\sum_{i=1}^n$

S_i

$\times$

$(M_i + B_i)$

A_{lot}

Green Score Calculations	Credit	Multiplier
Soils		
Landscaped area with a soil depth < 24"	Actual sf	0.3
Landscaped area with a soil depth => 24"	Actual sf	0.6
Pervious Paving with 6" to 24" subsurface soil or gravel	Actual sf	0.2
Pervious Paving with more than 24 inches of subsurface soil or gravel	Actual sf	0.5
Groundcovers		
Turfgrass, mulch, and other organic surfacing materials	Actual sf	0.1
Plants		
Vegetation less than 2' tall at maturity	Actual sf	0.2
Vegetation at least 2' tall at maturity	12 sf/plant	0.3
Trees		
Small tree	50 sf/tree	0.6
Large tree	450 sf/tree	0.6
Preserved Tree	65 sf/tree	0.8
Engineered Landscape		
Vegetated wall	Actual sf	0.1
Rain gardens, bioswales, and storm water planters	Actual sf	1.0
Vegetated roof with up to 6" of growth medium (under solar systems)	Actual sf	0.1 (0.3)
Vegetated roof with 6"-10" of growth medium (under solar systems)	Actual sf	0.4 (0.6)
Vegetated roof with more than 10" of growth medium (under solar systems)	Actual sf	06. (0.8)

- A_{lot} = Lot Area
- S_i = Landscape element area (or equivalent)
- M_i = Multiplier for a given element
- B_i = Bonus multiplier

Source: Nashua reCODE

Required Submittal Drawings

Article 13. Submittal Requirements | Site Plan Application

1. Certified survey: property boundaries, bearings, distances, existing easements, monuments
2. Detailed site plan (min 1" = 100'): buildings, parking, access, setbacks, signs, fences, lighting
3. Grading and drainage plan: 2-ft contour intervals, stormwater calculations
4. Erosion and sedimentation control plan: state-approved methods
5. Utility infrastructure plan: sewer, water, storm, electric, gas, telecom; pole relocation
6. Street, sidewalk, and bikeway construction plans, profiles, and details
7. Landscape plan: plantings, tree preservation, hardscape, maintenance agreement
8. Lighting plan: photometric plan showing foot-candles, luminaire specs, cutoff angles
9. Traffic Impact Analysis and parking calculations
10. Professional engineer certification of code compliance
11. Ownership statement and use compatibility statement