9-246 9-249 9-250

Industrial A - uses amended 4/14/66

Section 9-246 Uses.

Within any Industrial "A" District, as indicated on the building zone map, no building or premises shall be used and no building or structure shall be erected which is intended or designed to be used in whole or in part for residential purposes or for other than the following specified purposes:

- (1) Stores, markets, restaurants, or other retail businesses or services, offices, banks and places of amusement or assembly.
- (2) Filling stations, Public Parking Lots subject to licenses and permits in accordance with applicable provisions of law.
- (3) Wholesale establishments, storage or warehousing facilities, and motor freight terminals.
- (4) Light manufacturing, provided that nothing injurious, noxious, or offensive to a neighborhood by reason of odor, fumes, dust, smoke, vibration, or noise is permitted.

Sec. 9 249 Front, Rear, and Side Yards

. Within any Industrial "A" District no part of any building or structure shall be constructed closer than twenty-five (25) feet from any street line or lot line.

Sec. 9-250 Waiver of Yard Requirements

If two or more owners or developers of contiguous lots within any Industrial "A" District desire to erect buildings having common walls, the requirement of the preceding section as it applies to side or rear yards may be waived by the Inspector of Buildings of the City of New Bedford upon determination by said Building Inspector that adequate access

ZONING

If any part of a story is used for living or sleeping rooms which are not lighted from the street or the rear yard, a court shall be required starting not more than two (2) rooms of thirty-five (35) feet from the main exterior walls of that story.

An inner court shall be at least one-fifth (11/5) as wide as it is high, measured from the sills of the lowest windows served by it to the average level of the tops of the enclosing walls, and shall be at least twice as long as its required width or of an equivalent area, but no court shall be less than ten (10) feet in width.

An inner court on a lot line shall have a minimum depth of at least one and one-half $(1\frac{1}{2})$ feet for every story above the lowest story served by it, but shall be not less than five (5) feet in depth. The width of such court shall be not less than twice its required depth or of an equivalent area which will serve the same purposes, provided that for each foot that a lot is less than sixty (60) feet wide, two (2) inches may be deducted from the minimum depth, but no court shall be less than five (5) feet deep.

An outer court shall have a minimum width twice as great as the width above prescribed for an inner court.

A cornice or belt course shall not project more than six (6) inches into any inner court.

A corner of a court or yard may be cut off between walls of the same building but the length of the wall of such cutoff shall not exceed seven (7) feet.

INDUSTRIAL "B" DISTRICTS

Sec. 9-253 Uses.

Within any industrial "B" district, as indicated on the building 4/14/66 zone map, any use otherwise lawful shall be permitted.

Sec. 9-254 Height.

No building shall be erected to a height in excess of one hundred (100) feet.

The provisions of this chapter with regard to a height shall not apply to spires, cupolas, belfries, chimneys, flag or radio poles, gasometers, grain elevators; nor to penthouses enclosing stairs or elevators, water tanks, or scenery lofts occupying an aggregate area of twenty-five (25) per cent or less of the ground area of the building; nor to towers which may occupy twenty-five (25) per cent or less of the ground area of the building, provided that such towers shall be at every point distant at least twenty-five (25) feet from any lot line and if wider than thirty (30) feet, measured parallel to the street line, shall be at least fifty (50) feet from the middle line of any street.

A building located on a corner lot may extend along the narrower street for a distance of one hundred fifty (150) feet at a height permitted on the wider street.