



Zoning Resolution

THE CITY OF NEW YORK

Eric Adams, Mayor

CITY PLANNING COMMISSION

Daniel R. Garodnick, Chair

Appendix A

File generated by <https://zr.planning.nyc.gov> on 11/15/2024

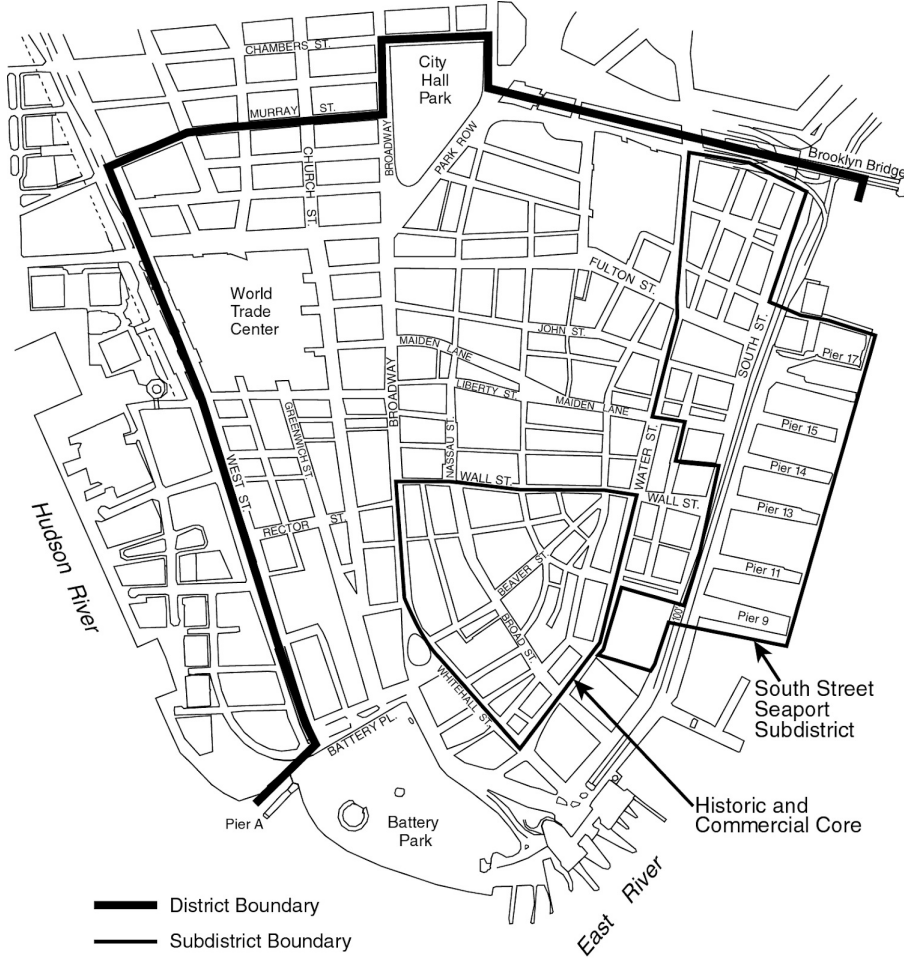
Appendix A - Lower Manhattan District Plan Maps

LAST AMENDED

6/12/2013

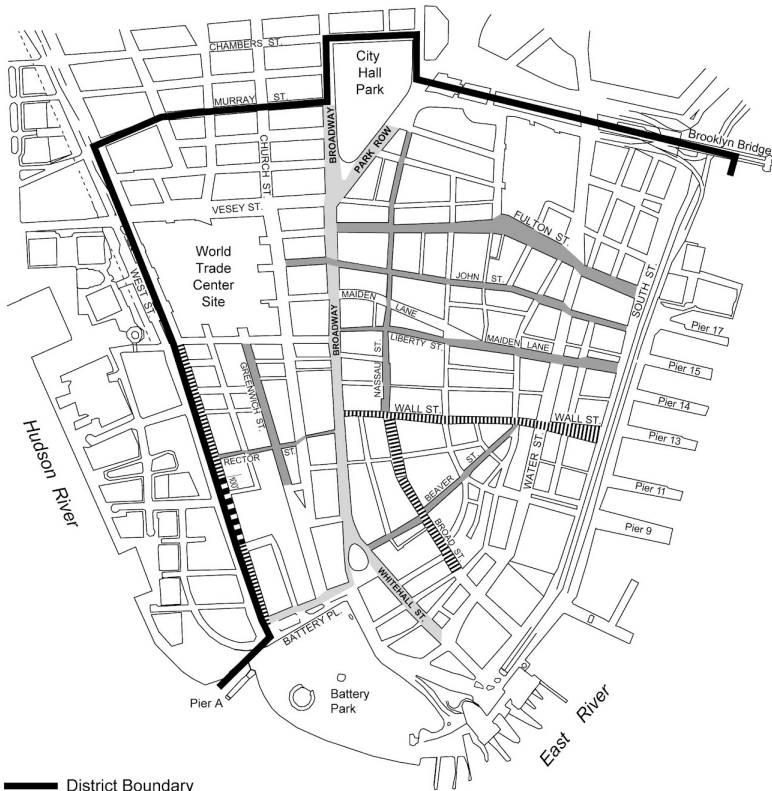
(12/11/01)

Map 1 — Special Lower Manhattan District (91-A1)



(11/15/07)

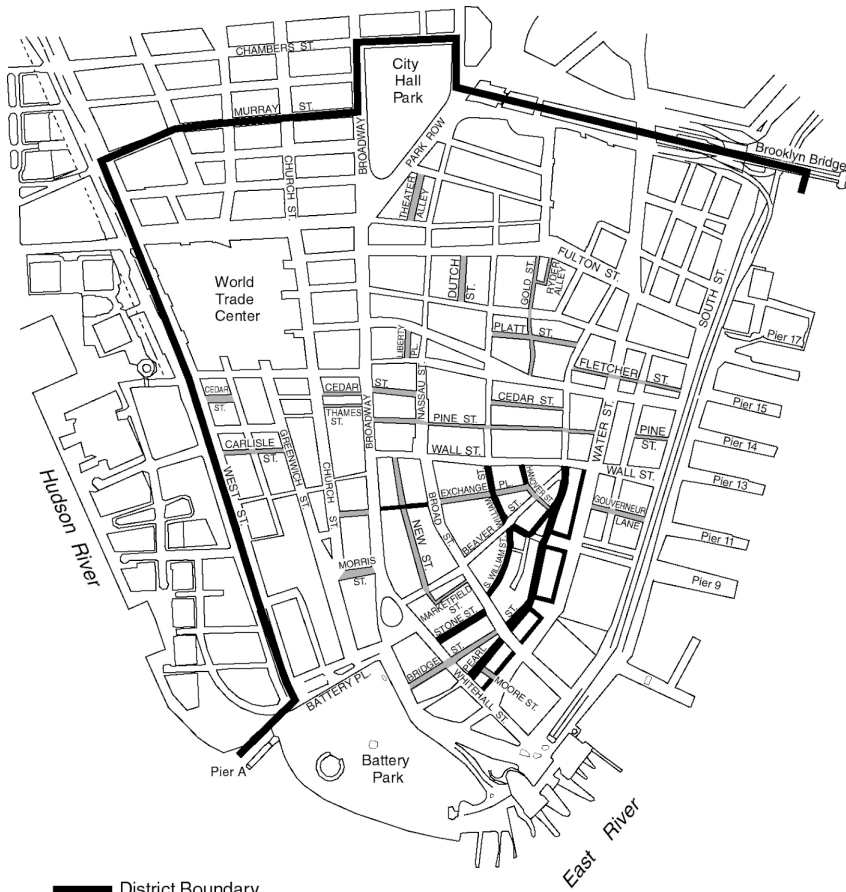
Map 2 — Street Wall Continuity Types 1, 2A, 2B and 3 (91-A2)



- District Boundary
- Type 1: 150' Minimum / 250' Maximum Before Setback
- - - Type 2A: 85' Minimum / 150' Maximum Before Setback / 100% Street Wall Continuity Required
- Type 2B: 85' Minimum / 150' Maximum Before Setback / At least 60% Street Wall Continuity Required
- Type 3: 60' Minimum

(8/27/98)

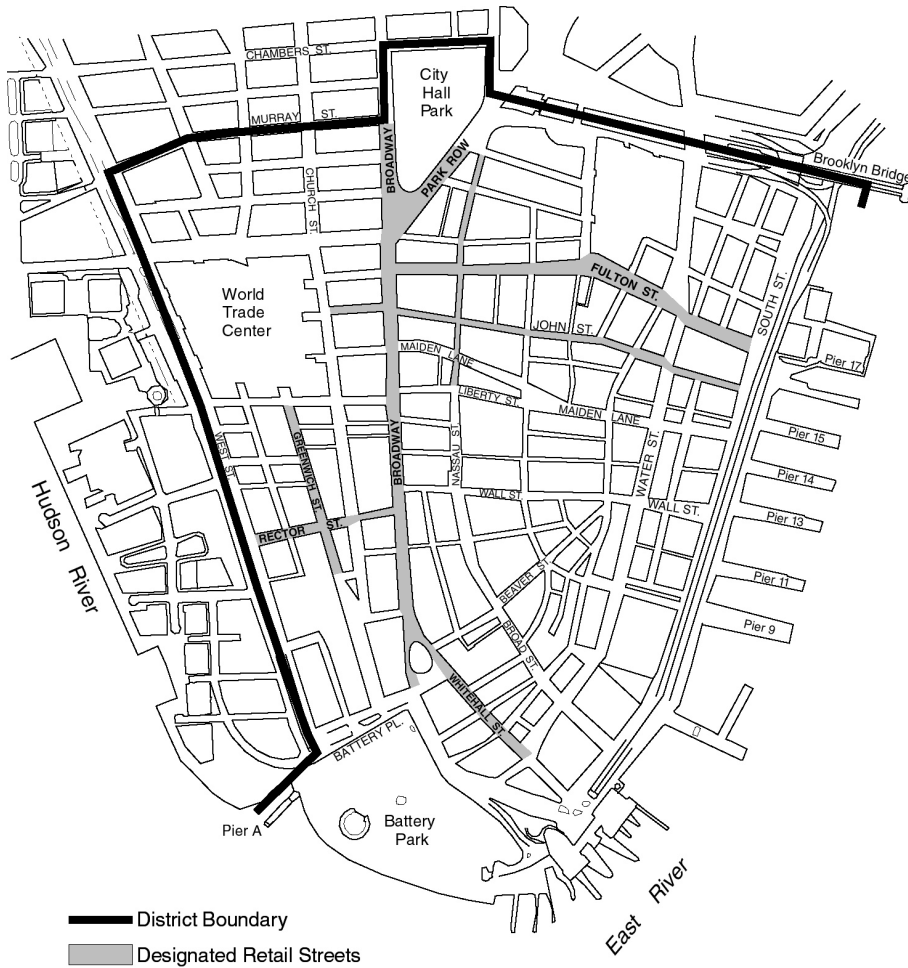
Map 3 — Street Wall Continuity Types 4 & 5 (91-A3)



- District Boundary
- Type 4: 100' Maximum Before Setback
- Type 5: Streets With No Required Setbacks

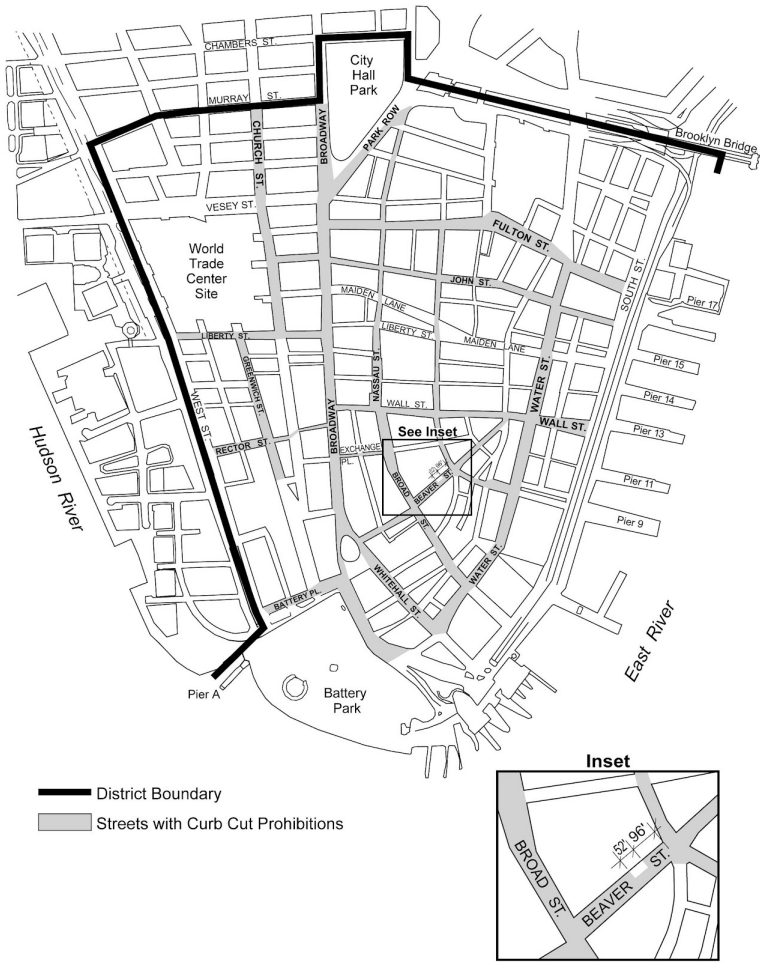
(8/27/98)

Map 4 — Designated Retail Streets (91-A4)

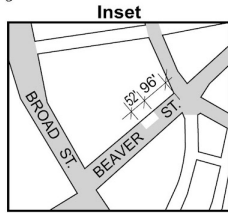


(12/21/09)

Map 5 — Curb Cut Prohibitions (12/21/09) (91-A5)

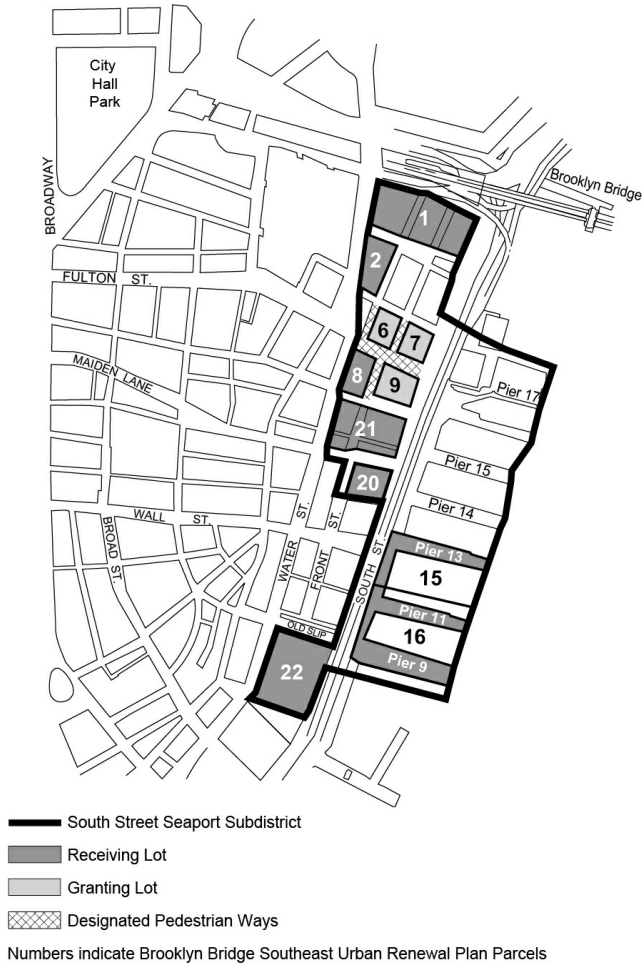


- District Boundary
- Streets with Curb Cut Prohibitions



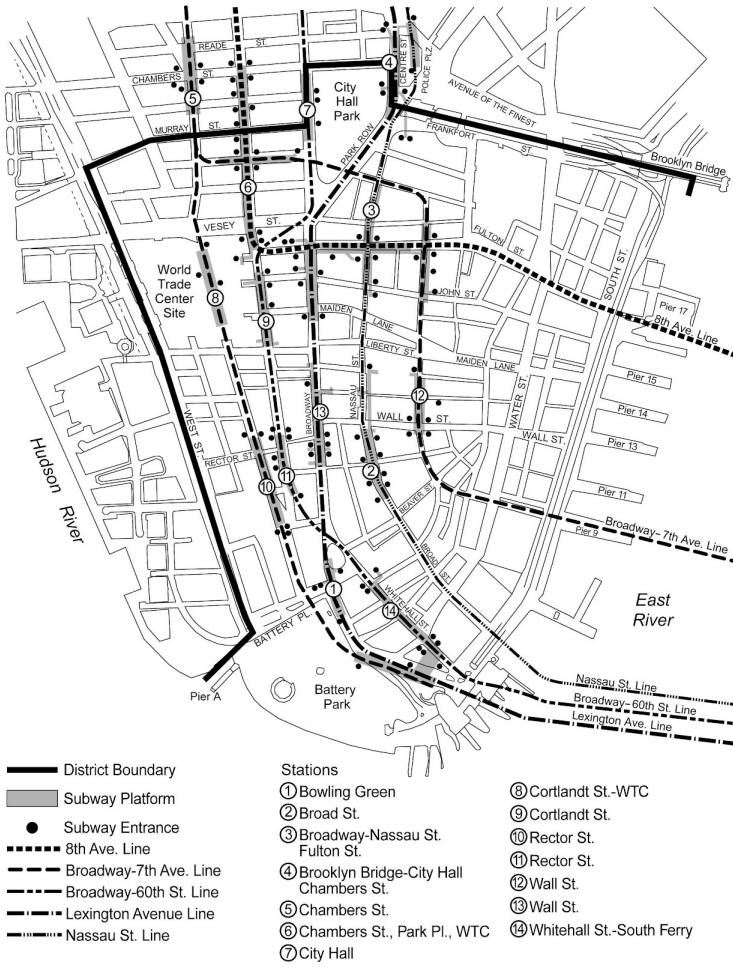
(12/15/21)

Map 6 — South Street Seaport Subdistrict (91-A6)



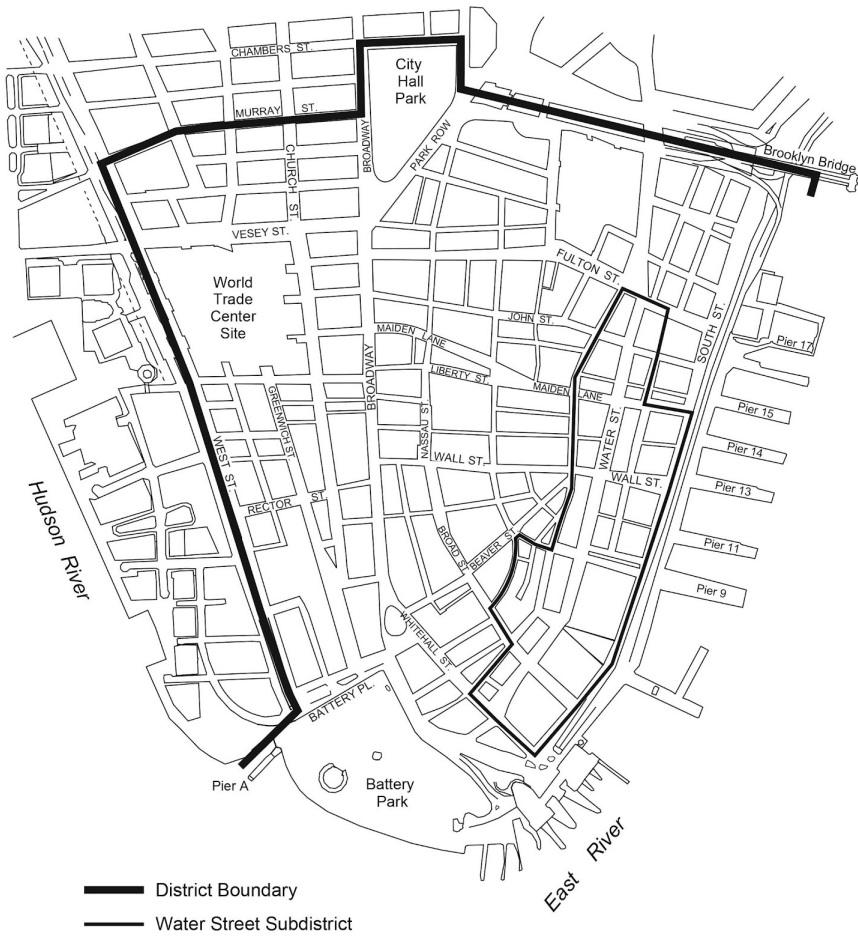
(2/2/11)

Map 7 — Subway Station Improvement Areas (91-A7)



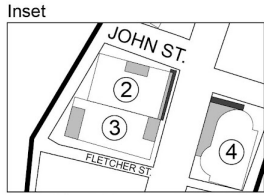
(6/21/16)

Map 8 — Water Street Subdistrict (91-A8)



(6/21/16)

Map 9 — Water Street Subdistrict Arcades (91-A9)



Building 2: Area C follows the portion of the arcade that is open to the sky.
 Building 4: Area A extends to the column faces closest to John Street.

Building	Address
①	200 Water Street
②	180 Water Street
③	160 Water Street
④	175 Water Street
⑤	100 Wall Street
⑥	110 Wall Street
⑦	75 Wall Street
⑧	95 Wall Street
⑨	111 Wall Street
⑩	77 Water Street
⑪	32 Old Slip
⑫	7 Hanover Square
⑬	55 Water Street
⑭	4 New York Plaza
⑮	2 New York Plaza
⑯	1 New York Plaza
⑰	85 Broad Street

- Water Street Subdistrict
- Area A (Section 91-83)
- ▨ Area B (Section 91-841)
- Area C

Unless otherwise noted, where two Areas are located within the same arcade, the line separating them shall be one extending from the building wall to which it is drawn.

