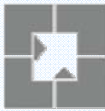


CONEY ISLAND COMPREHENSIVE PLAN



New York City
Department of City Planning



New York City
Economic Development
Corporation



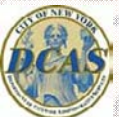
New York City
Department of Parks and
Recreation



New York City
Department of Housing Preservation
and Development



New York City
Department of Small Business
Services



New York City
Department of Citywide
Administrative Services



THE STRATEGIC PLAN



- Year-round activity through new entertainment, retail and mixed-income residential.
- Enhanced amusement and seaside resort attractions.
- A vibrant neighborhood with activity and opportunities for everyone.

CONEY ISLAND COMPREHENSIVE PLAN

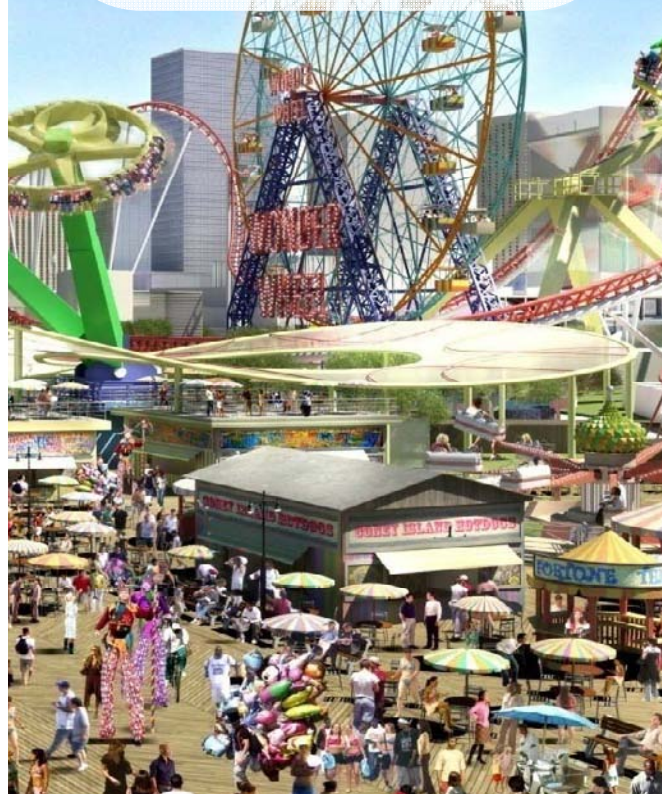
OUTREACH



More than 1,500 people have participated to date in over 300 meetings.

OBJECTIVES OF THE PLAN

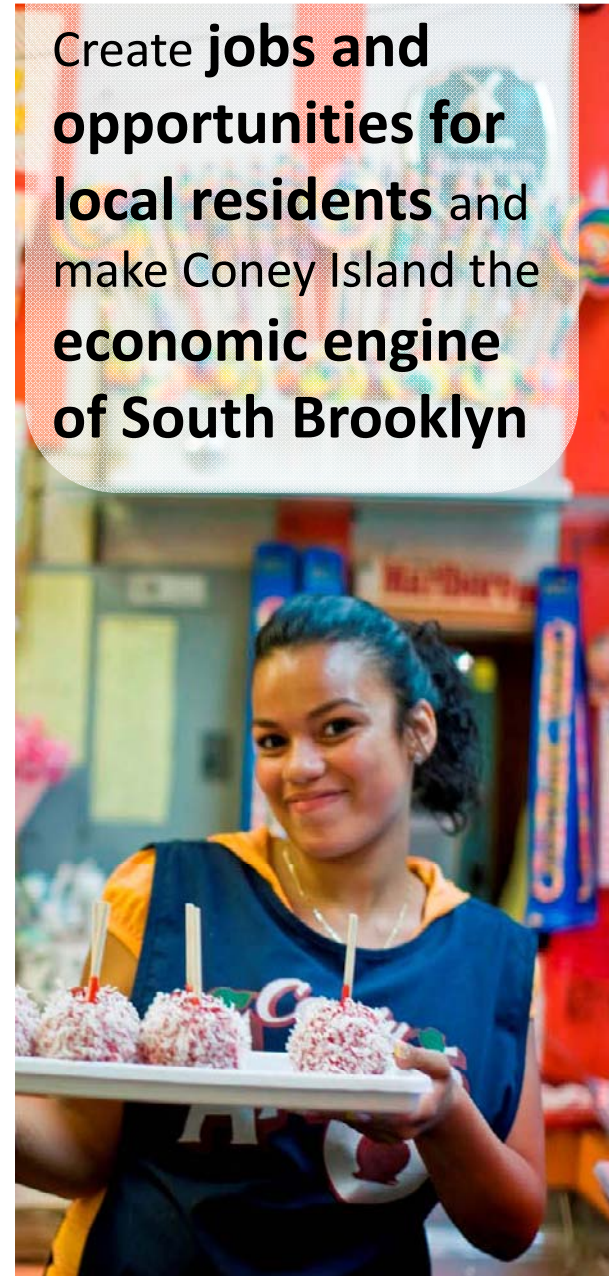
Create a **27-acre year-round vibrant, open and accessible amusement and entertainment district**



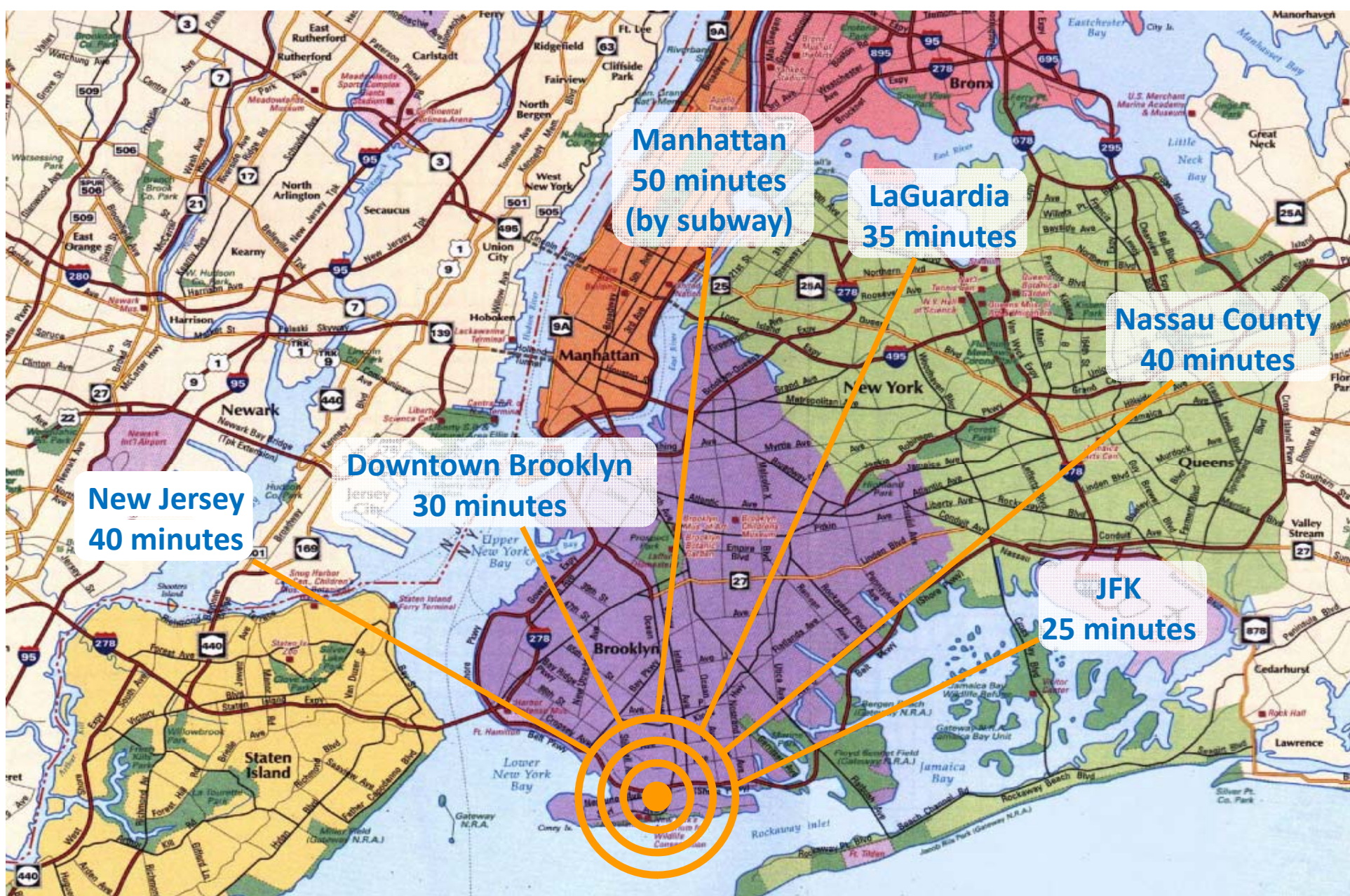
Facilitate the development of new housing, including affordable housing, and commercial space on long-time vacant land.



Create **jobs and opportunities for local residents** and make Coney Island the economic engine of South Brooklyn



LOCATION AND REGIONAL ACCESS



ACCESS TO THE PENINSULA



THE BEACH AND BOARDWALK: UNIQUE ASSETS



THE REDUCTION OF THE AMUSEMENT AREA OVER TIME

Coney Island: 1910s

Luna Park
1902-1946

Steeplechase Park
1896-1964

Dreamland
1904-1911



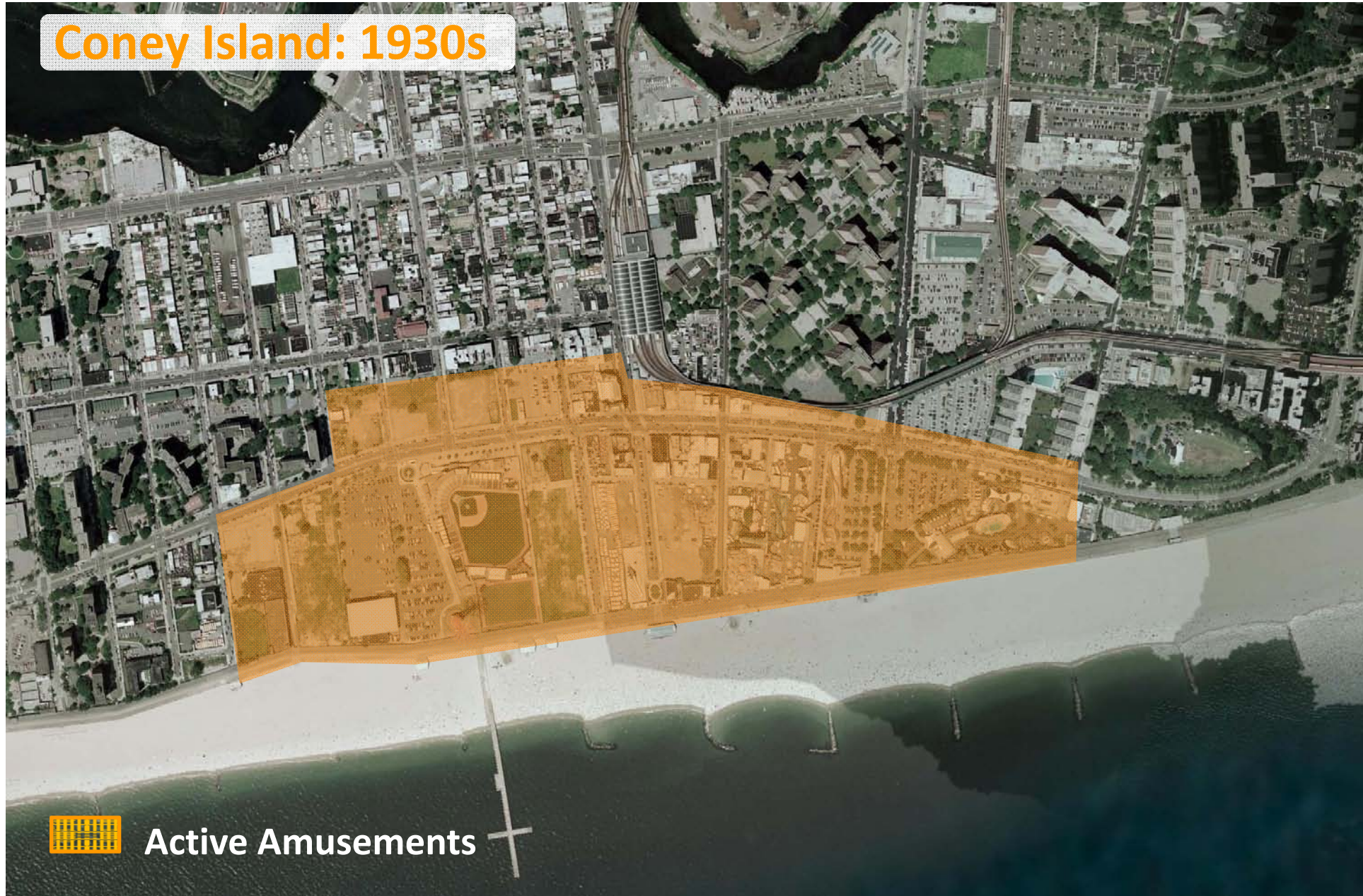
Active Amusements

THE REDUCTION OF THE AMUSEMENT AREA OVER TIME

Coney Island: 1930s



Active Amusements

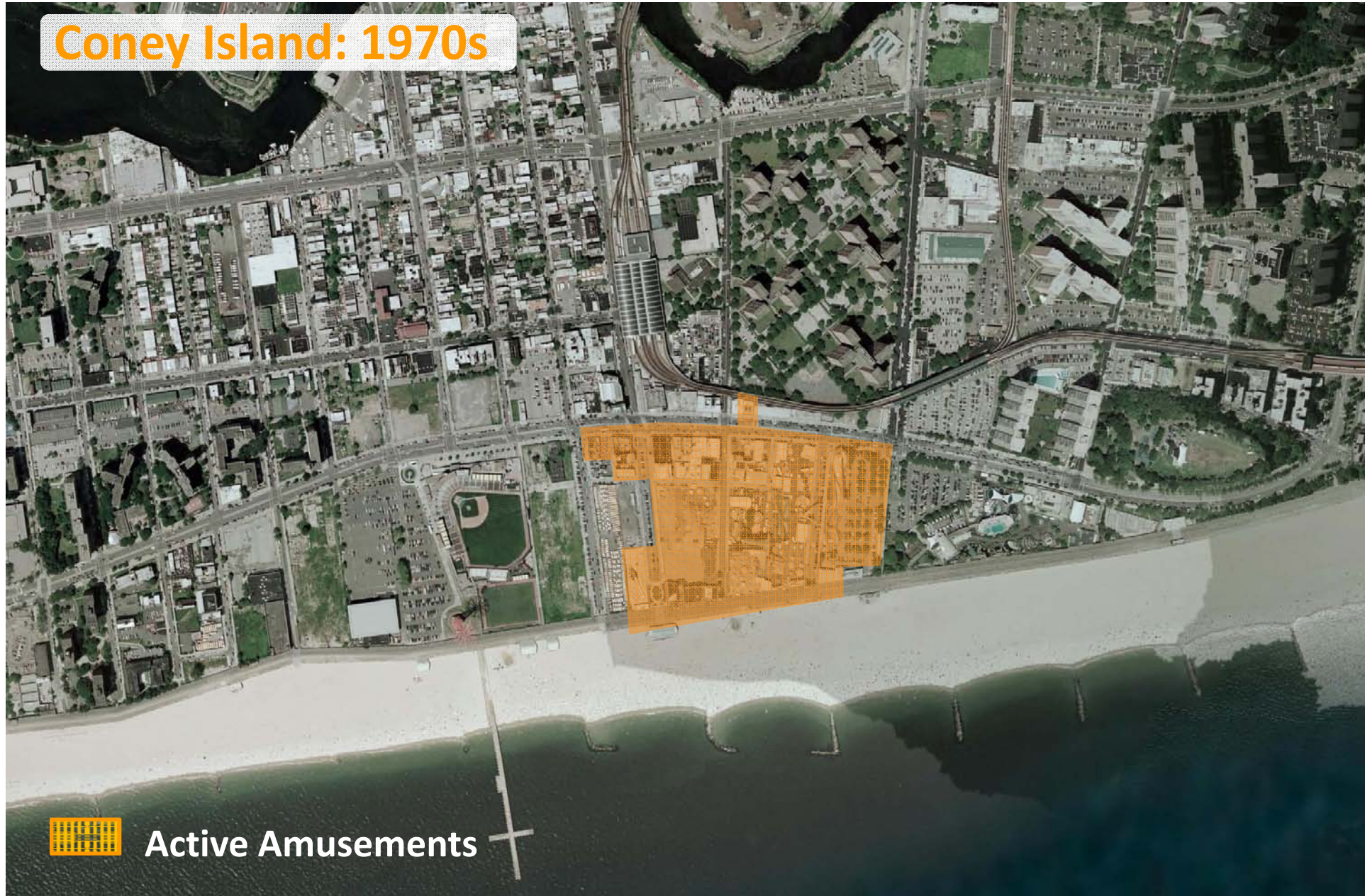


THE REDUCTION OF THE AMUSEMENT AREA OVER TIME

Coney Island: 1970s



Active Amusements



THE REDUCTION OF THE AMUSEMENT AREA OVER TIME

Coney Island: today



Active Amusements



2015: The area of the map shows the current state of the amusement area. The area is mostly residential and commercial, with some green spaces. The area is bounded by the beach and the ocean on the south and east, and by the city streets on the north and west.





Parachute Jump



Childs' Building



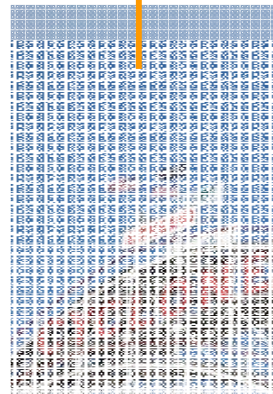
Nathan's



Wonder Wheel



Shore Theater



Cyclone



Aquarium

CONTEXT

EXISTING LAND USE



EXISTING CONDITIONS

BUILT CHARACTER



CONEY ISLAND IS MORE THAN JUST AMUSEMENTS

- Approximately 50,000 residents
- 1 in 6 live in NYCHA developments; neighborhood lacks housing options
- Decrease in population since 1990, in contrast to growth in Borough and NYC
- Over 25% of population is over 60 years old
- Unemployment is approximately 2x the City average
- Residents traveling more than 45min to work is approximately 2x the City average
- Neighborhood is still dramatically underserved for retail and services





Seasonality

**Contraction of the amusement area
over the past decades**

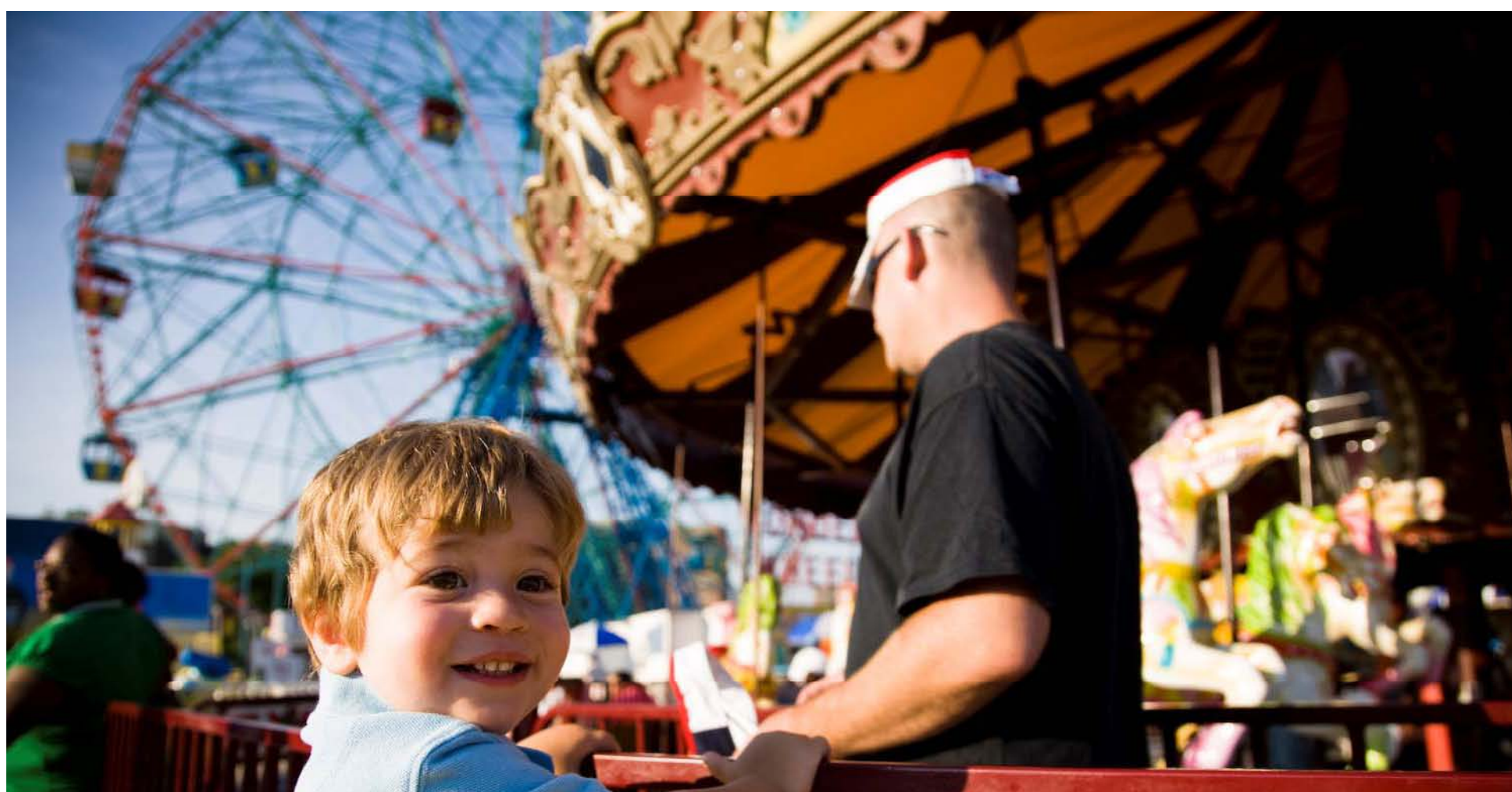
**Disinvestment and speculation under
restrictive zoning**

Lack of neighborhood retail and services

**Lack of a diversity of housing options for
residents**

**High unemployment and lack of career
opportunities**

BUILDING ON CONEY ISLAND'S POTENTIAL

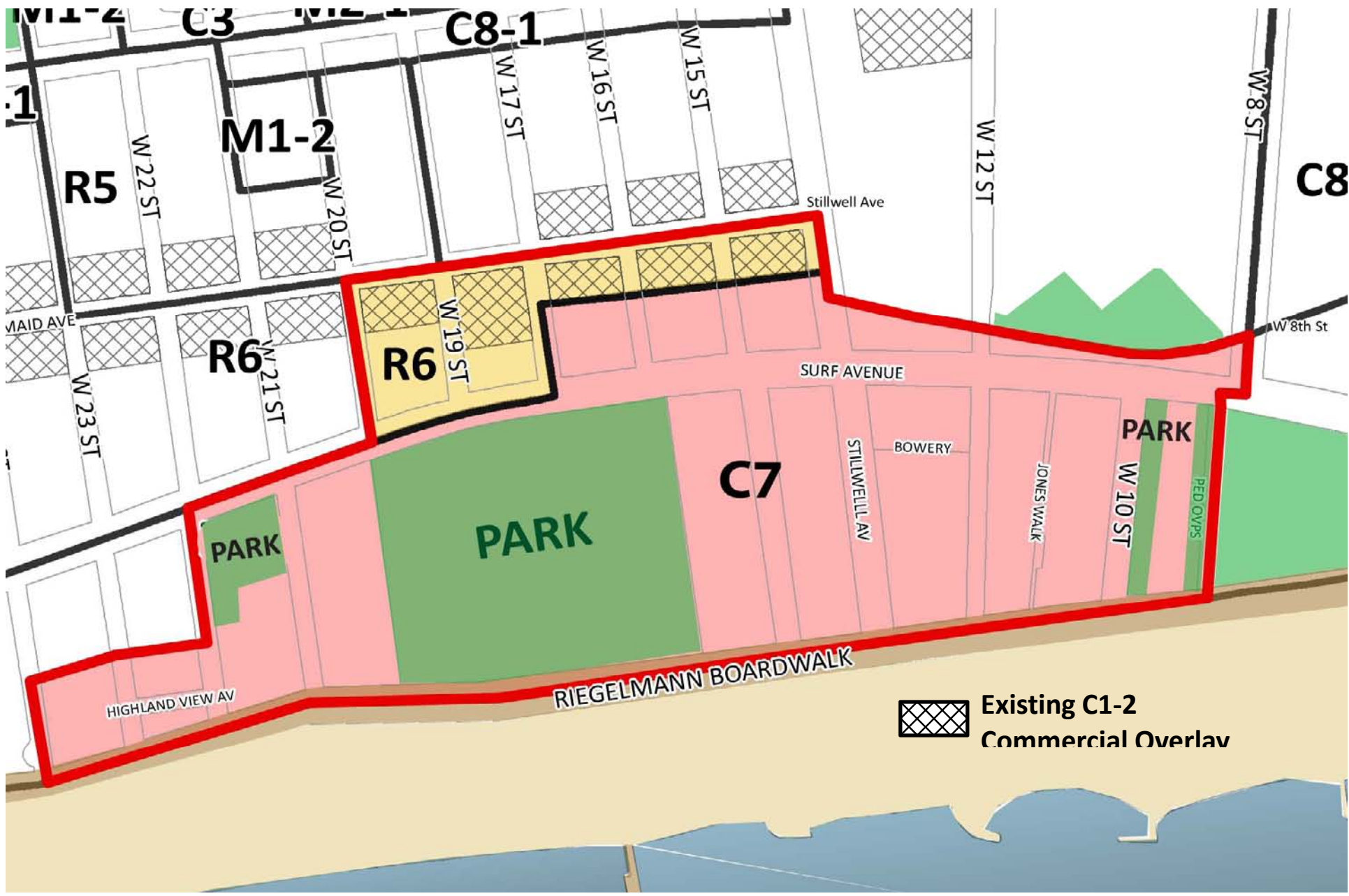


Coney Island's potential is **enormous**. Features that made Coney Island a destination in the past still exist today: **easy access, a spectacular beach, and a unique urban amusement legacy.**

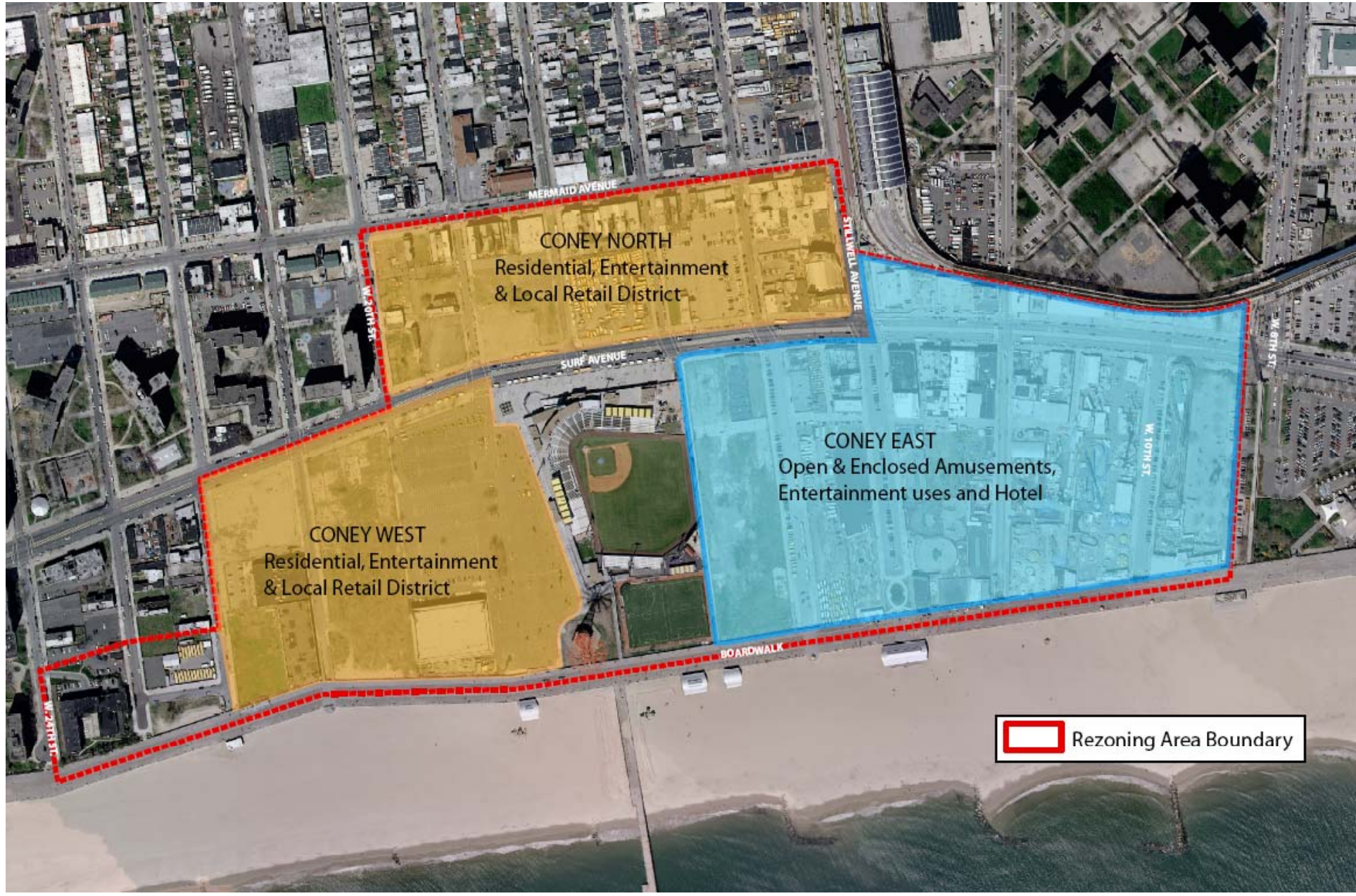
REZONING AREA BOUNDARY



EXISTING ZONING

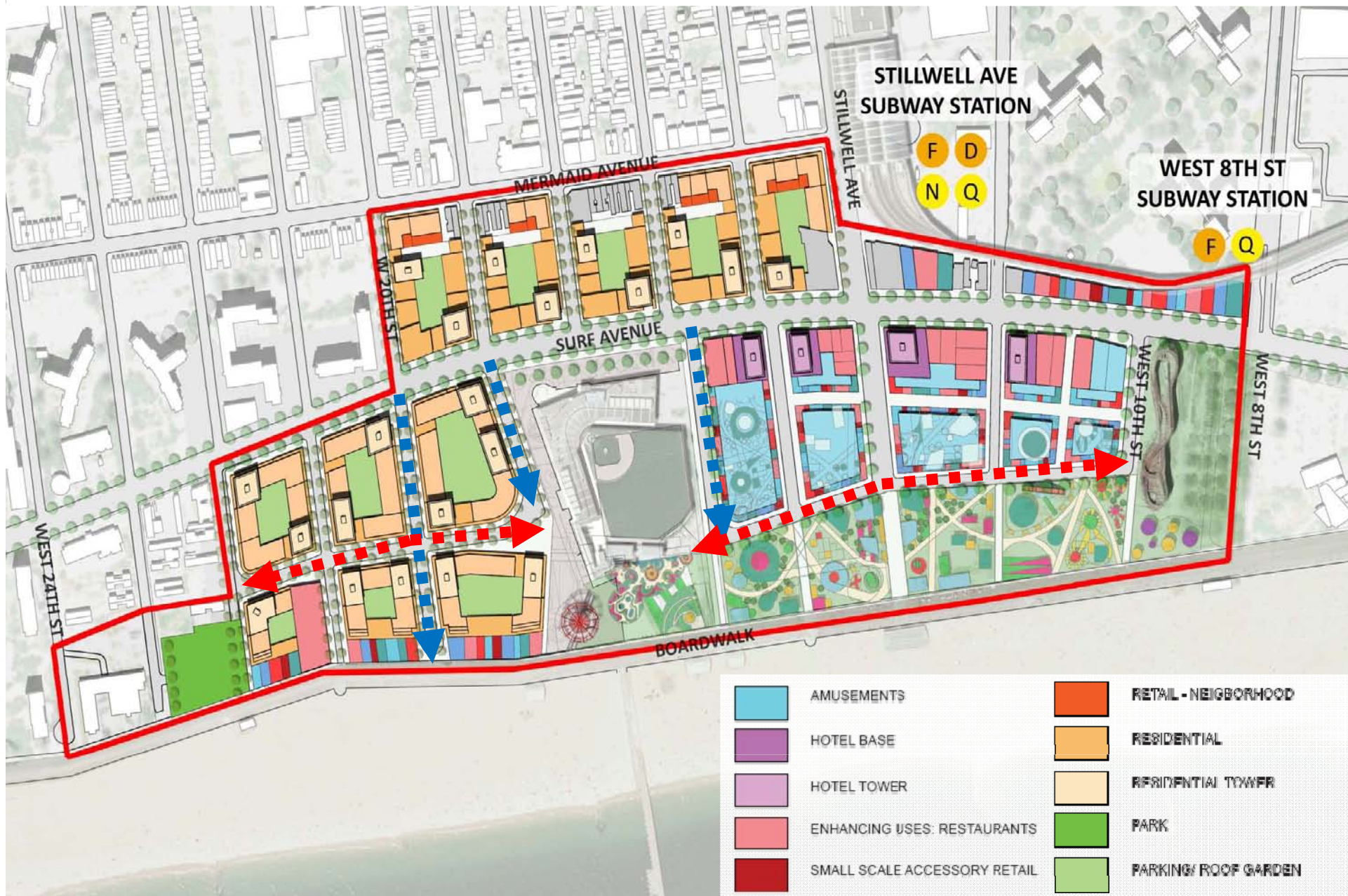


SPECIAL CONEY ISLAND DISTRICT



COMPREHENSIVE REZONING PROPOSAL

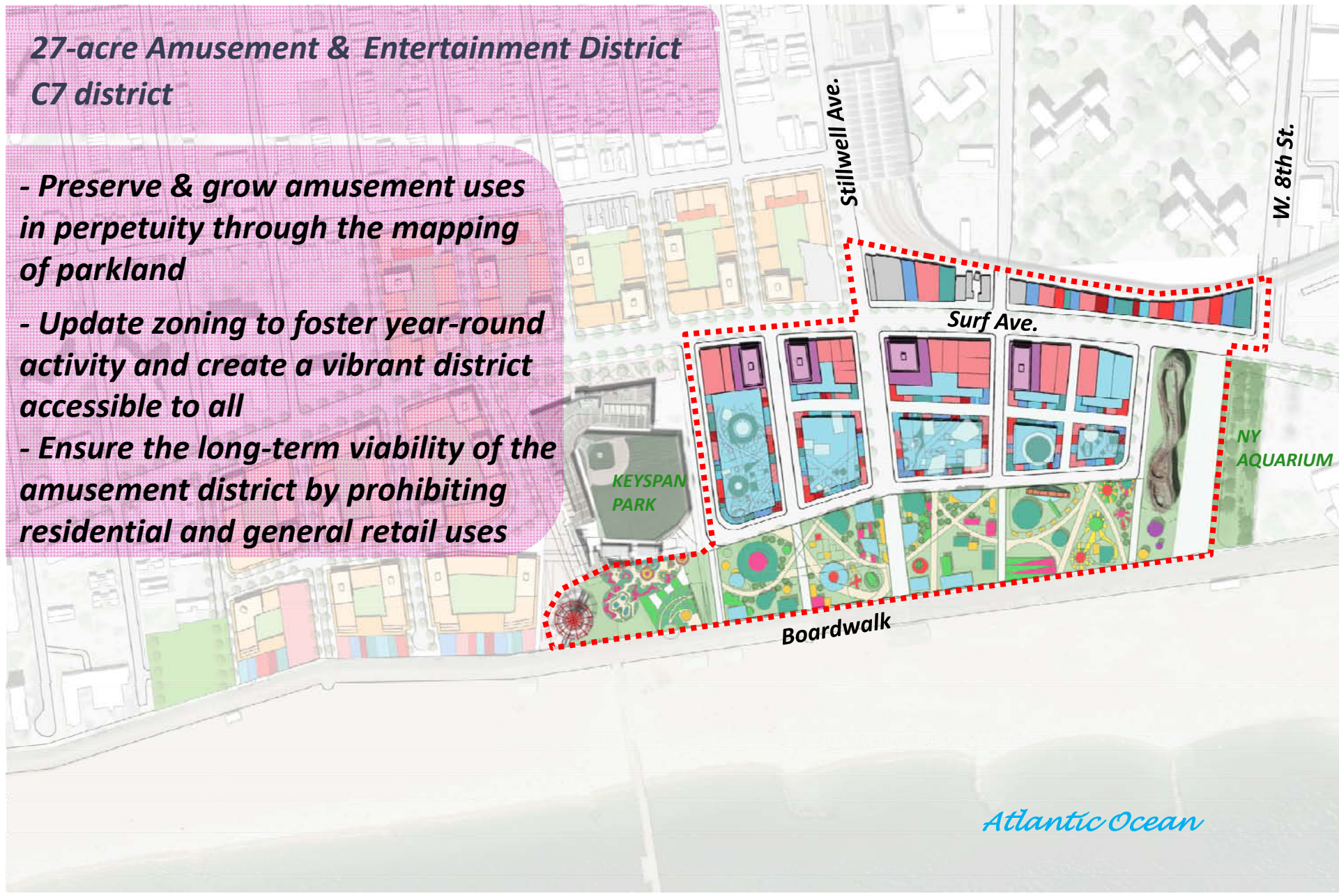
ILLUSTRATIVE PLAN



CONEY EAST SUBDISTRICT

27-acre Amusement & Entertainment District C7 district

- Preserve & grow amusement uses in perpetuity through the mapping of parkland*
- Update zoning to foster year-round activity and create a vibrant district accessible to all*
- Ensure the long-term viability of the amusement district by prohibiting residential and general retail uses*



POTENTIAL DEVELOPMENT



Total Square Footage: ~1.8MSF

1.1MSF: amusements and entertainment uses

Hotel rooms: ~800 rooms

PROHIBITED USES : Residential, Large- scale general retail, Time shares

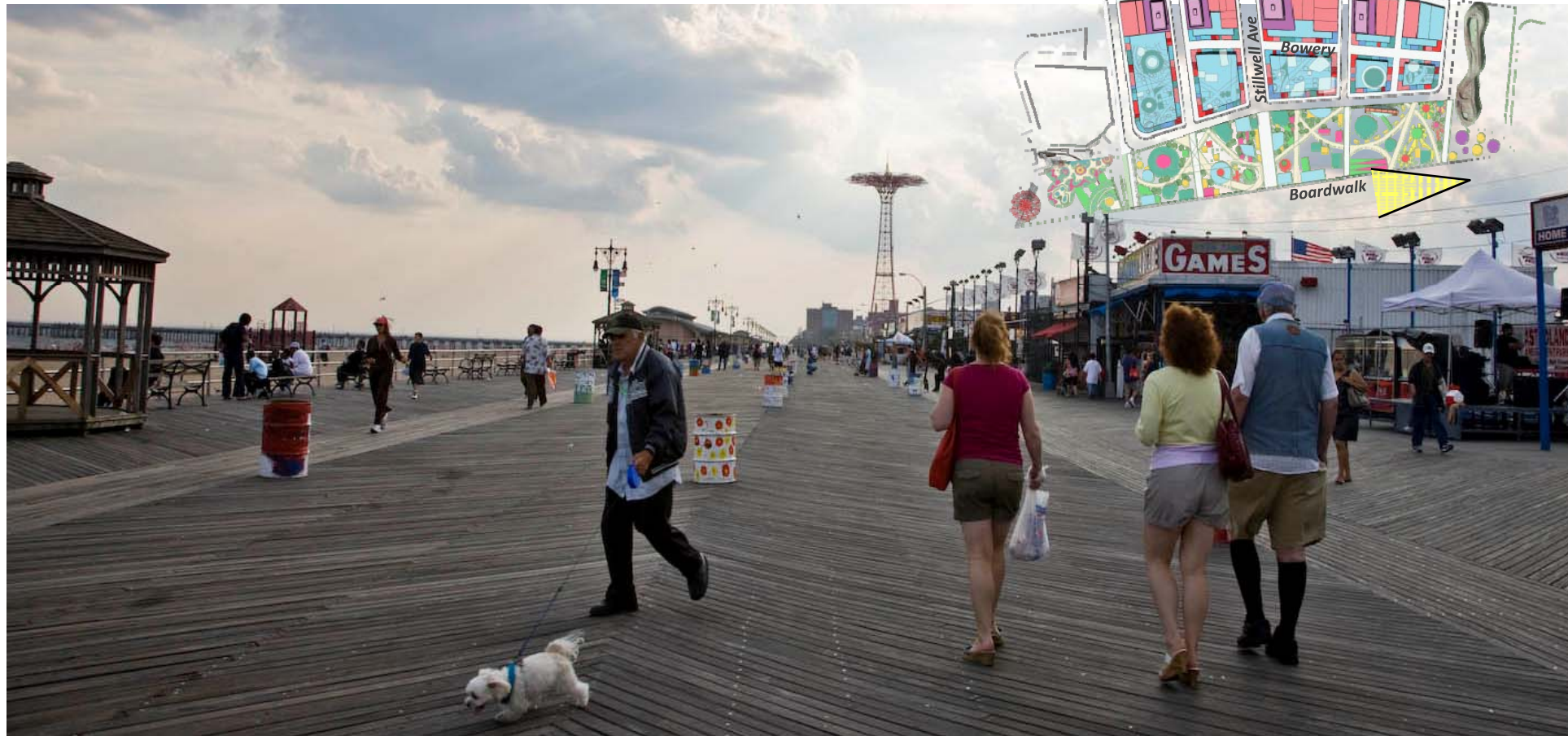
PRESERVATION OF AMUSEMENTS USES IN PERPETUITY



EXISTING PARKLAND DEDICATED TO AMUSEMENTS: ~3 ACRES

PROPOSED PARKLAND TO BE DEDICATED TO AMUSEMENTS: 9.39 ACRES

BEACH, BOARDWALK AND AMUSEMENTS



BEACH, BOARDWALK AND AMUSEMENTS



HISTORIC CHARACTER AND USES

Enclosed amusements

Open amusements

Restaurants

Hotels

Bath houses

Small scale retail and services



PROPOSED USES

USE GROUP A:

AMUSEMENTS



Arcades
Billiards/ Bowling
Carnivals/ Circuses
Ferris Wheels
Dark rides
Virtual Reality/
Simulated Gaming
Water Parks
Chance/Skill Games
Rinks/ Ice skating
Theatres/ Shows

USE GROUP B:

ENHANCING USES



Restaurants & Bars
Art Gallery
Breweries
Historical Exhibits
Spas/ Bathhouses
Studio/ Music/ Art
Tattoo Parlor
Wedding Chapels

USE GROUP C:

RETAIL / SERVICE



Gift Shop
Bicycle Rental
Beach Equipment
Book Stores
Candy/ Ice cream
Clothing Accessory
Toy Stores

USE GROUP 5:

HOTELS

LIMITED TO
TRANSIENT HOTELS



ANIMATING THE STREET FRONTS

- UG A - Amusements (open & enclosed)
- UG B - Restaurants and Enhancing
- UG C - Small Scale Retail
- UG 5 - Hotels
- Parking

SURF AVENUE

- Hotel use allowed only on Surf
- Max. establishment frontage: 60'

SURF AVE

BOWERY

STILLWELL AVE

WONDER WHEEL WAY

BOARDWALK

CONEY EAST SUBDISTRICT

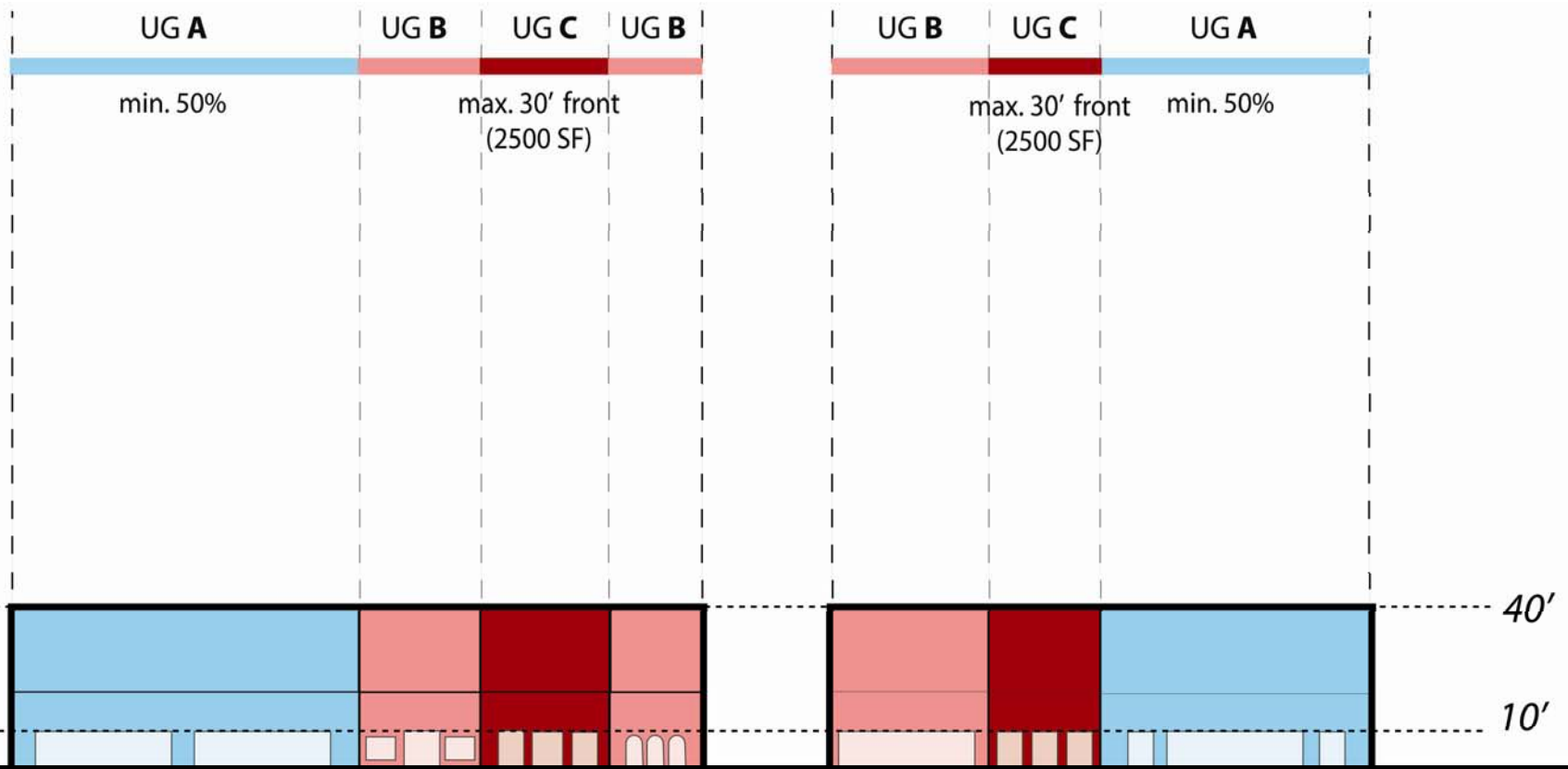
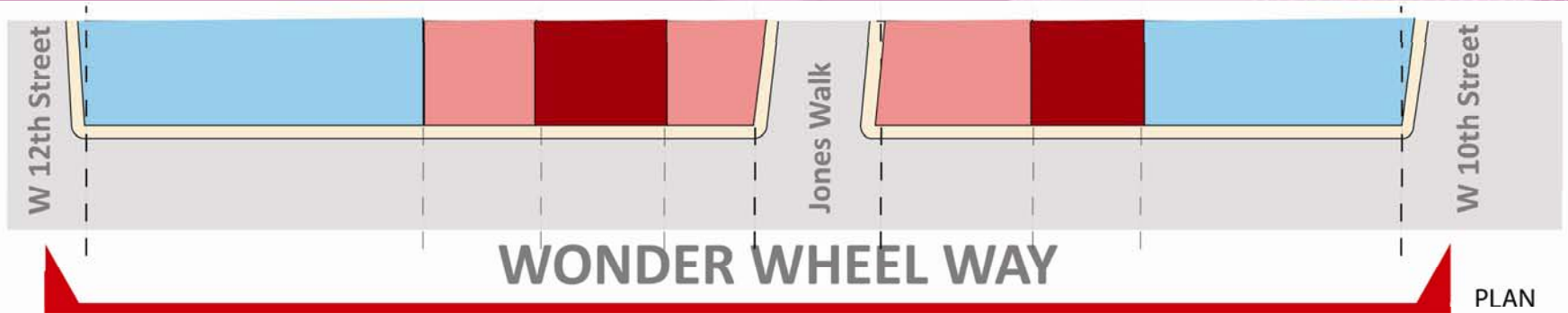
- Use Group C is limited to 2500 SF and 30' frontage

WONDER WHEEL WAY & BOWERY

- 50 % frontage activated by amusement uses
- Remaining may be UG B or C

GROUND FLOOR PLAN

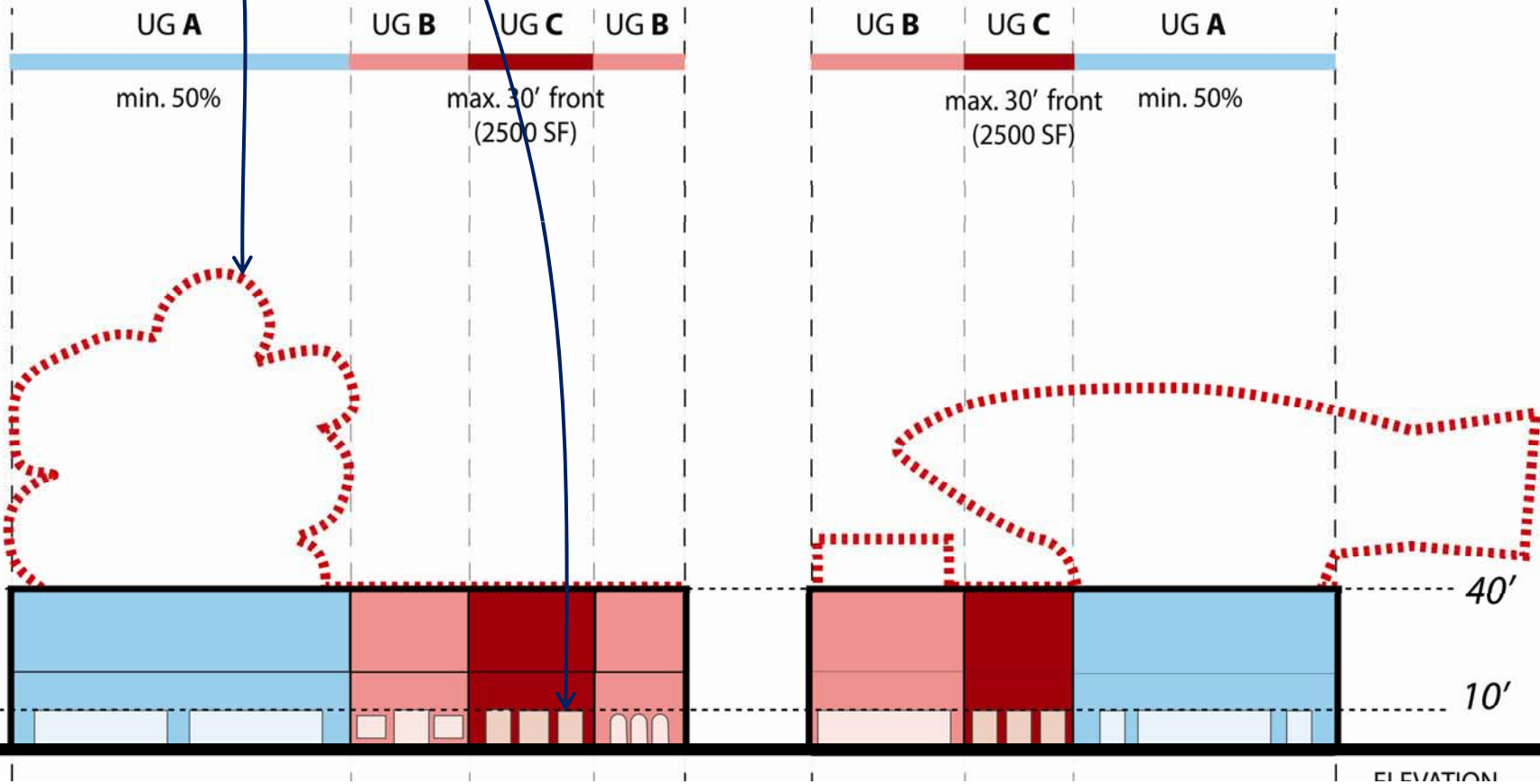
WONDER WHEEL WAY ELEVATION



WONDER WHEEL WAY ELEVATION

Building Front must be 70% transparent or open below 10'

Flexibility for amusements and accessory signage



WONDER WHEEL WAY ELEVATION



WONDER WHEEL WAY ELEVATION



COMPREHENSIVE REZONING PROPOSAL

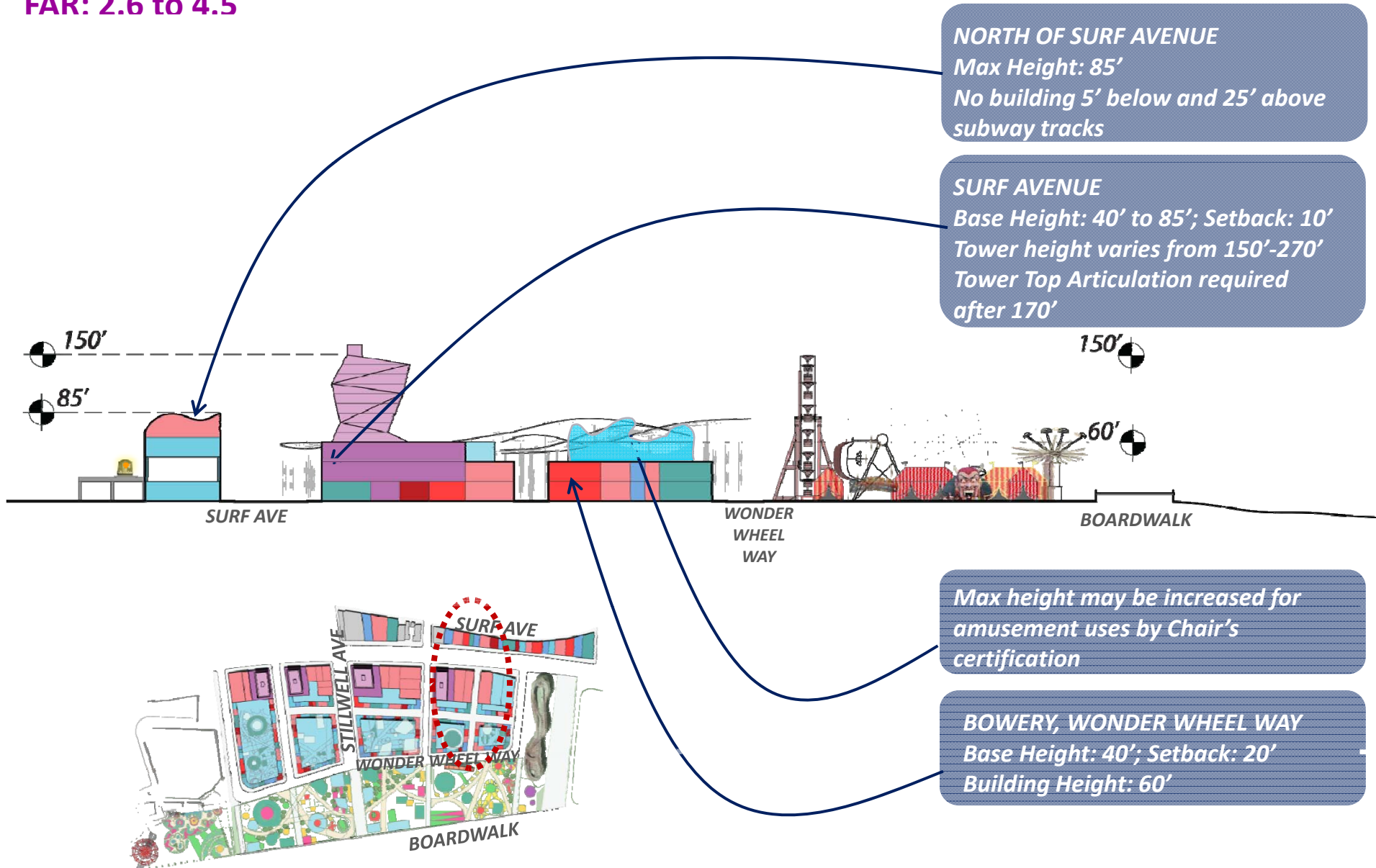
DENSITY



COMPREHENSIVE REZONING PROPOSAL

BULK

FAR: 2.6 to 4.5



BOWERY TODAY





A REACTIVATED BOWERY



WONDER WHEEL WAY TODAY



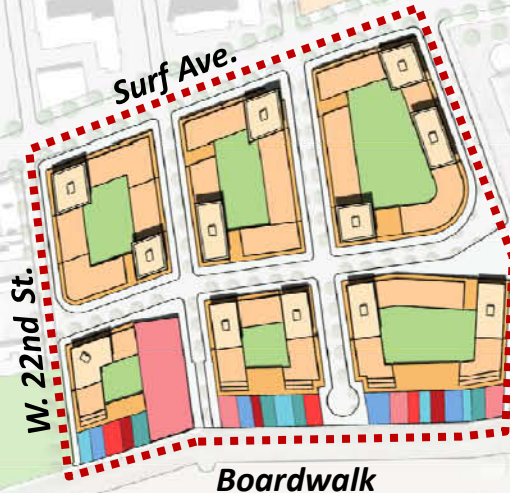
WONDER WHEEL WAY



CONEY WEST SUBDISTRICT: R7D/C2-4

6 Blocks created Residential & Retail District

- *Facilitate the development of long-time vacant land and parking lots and extend the existing residential neighborhood*
- *Incentivize the creation of affordable housing through the Inclusionary Housing Program*
- *Encourage the development of Surf Ave. as a major retail boulevard linking all three districts*
- *Extend the beach and amusement-related uses from the amusement district to the Boardwalk to the west*



COMPREHENSIVE REZONING PROPOSAL

POTENTIAL DEVELOPMENT



COMPREHENSIVE REZONING PROPOSAL

PROPOSED USES

- 
- The ground floor plan shows a development with several buildings and streets. The buildings are color-coded according to the legend: blue for UG A (Amusements), pink for UG B (Restaurants and Enhancing), red for UG C (Small Scale Retail), orange for C2-4 (Neighborhood Retail), yellow for UG 2 (Residential), and grey for Parking. The streets shown are W 22nd ST, SURF AVE, OCEAN WAY, PARACHUTE WAY, and BOARDWALK. Callout boxes provide specific use requirements for different areas: SURF AVENUE (Mandatory commercial use, 50' depth, 20% frontage from UG A, B, C, 60' frontage per establishment, Community Facility: 2.0 FAR, Some uses prohibited on the ground-floor), OCEAN WAY (Mix of residential and commercial uses), EDGE ALONG PARACHUTE JUMP (Commercial uses), and BOARDWALK (Continuation of amusement and enhancing uses, 40' height limit, Small-scale hotels allowed on second level, Residential uses not permitted). Dimensions of 60' and 50' are indicated on the plan.
- UG A - Amusements (open & enclosed)**
 - UG B - Restaurants and Enhancing**
 - UG C - Small Scale Retail**
 - C2-4 - Neighborhood Retail**
 - UG 2 - Residential**
 - Parking**

SURF AVENUE

- Mandatory commercial use 50' depth
- 20% frontage from UG A, B, C
- 60' frontage per establishment
- Community Facility : 2.0 FAR
- Some uses prohibited on the ground-floor

OCEAN WAY

- Mix of residential and commercial uses

EDGE ALONG PARACHUTE JUMP

- Commercial uses

BOARDWALK

- Continuation of amusement and enhancing uses
- 40' height limit
- Small-scale hotels allowed on second level
- Residential uses not permitted

GROUND FLOOR PLAN

THE BOARDWALK TODAY



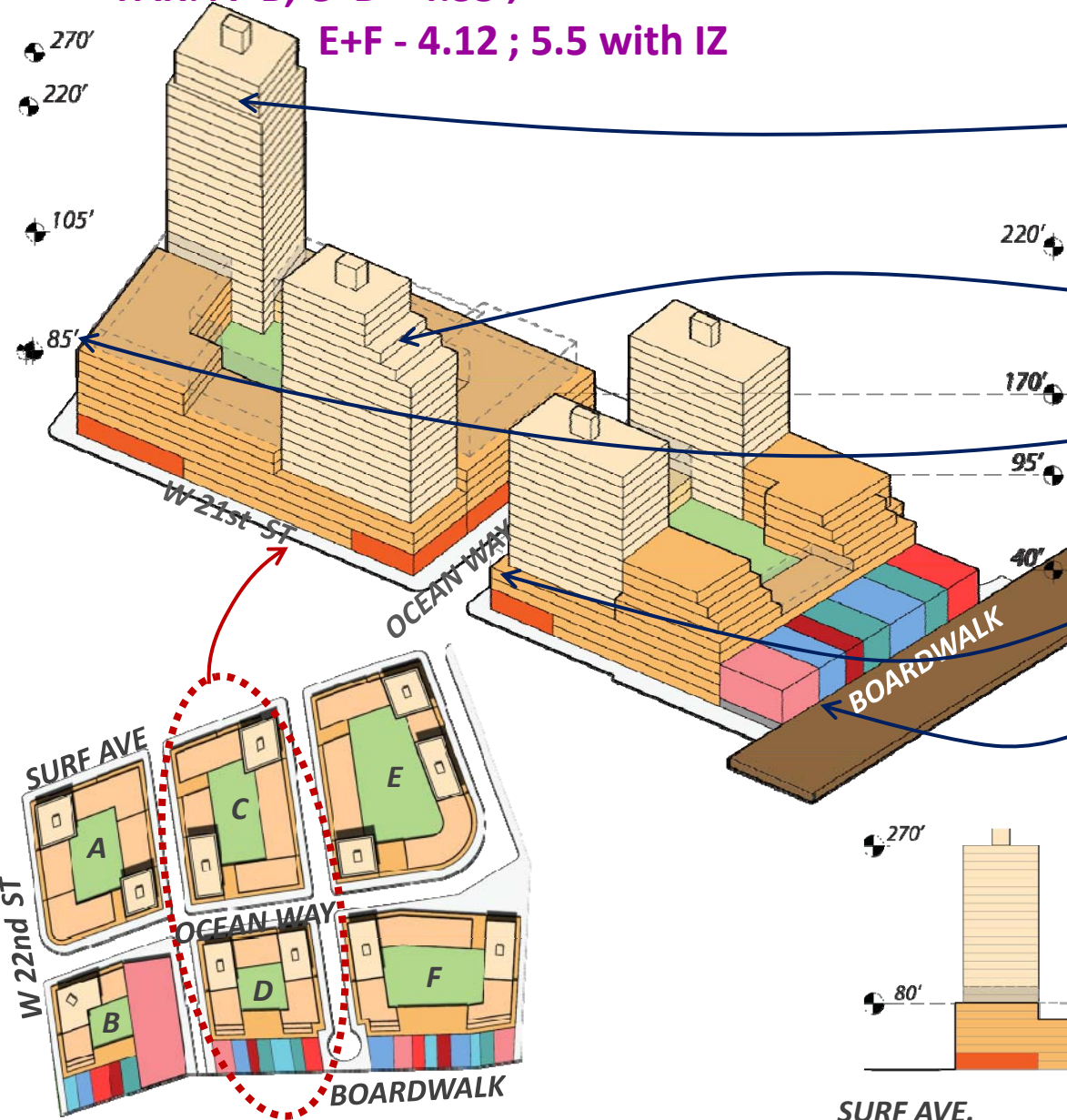
A REACTIVATED BOARDWALK



DENSITY AND BULK

FAR: A+B, C+D - 4.35 ; 5.8 with IZ

E+F - 4.12 ; 5.5 with IZ



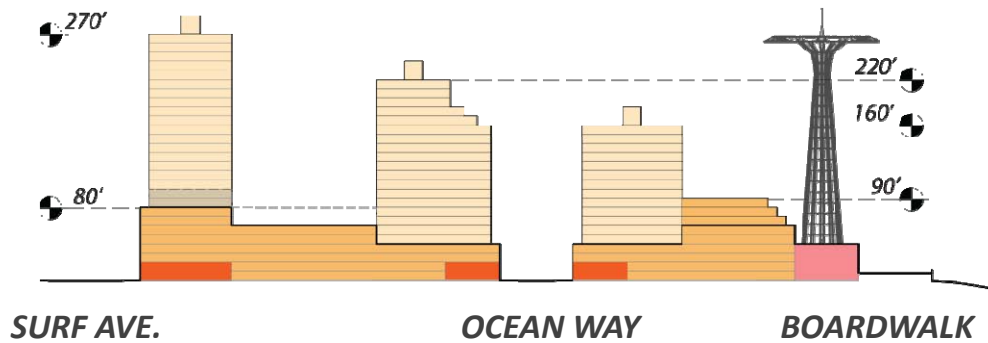
Tower Height:
Without IZ: 220'
With IZ: 270' ; on boardwalk - 170'

Mandatory Tower Top Articulation for towers > 170'

Surf Ave Base Height:
Min. 65' to Max. 85'
Mandatory street wall variation

Other streets Base Height:
Min. 40' to Max. 65'

Boardwalk Height:
Min. 20' to Max. 40'



TOWERS REGULATIONS ACROSS SUBDISTRICTS

LOCATION

*Highest tower on Surf Ave
Corner location*

FOOTPRINT

*8,500 SF
No side more than 165'
Broad tower max. height 220'
Point tower may be 270'*

ARTICULATION

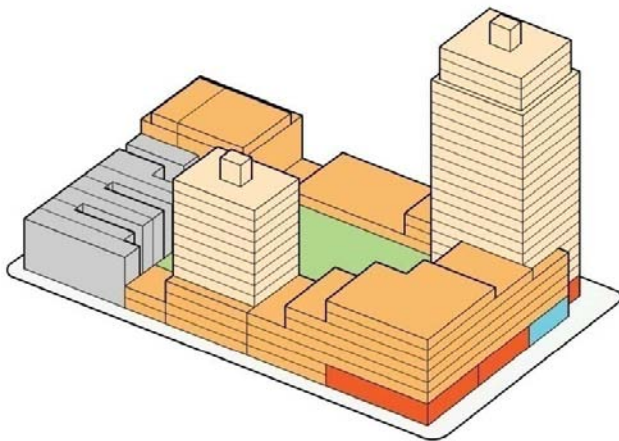
*Mandatory for a tower higher
than 170'*



TOWER TOP ARTICULATION

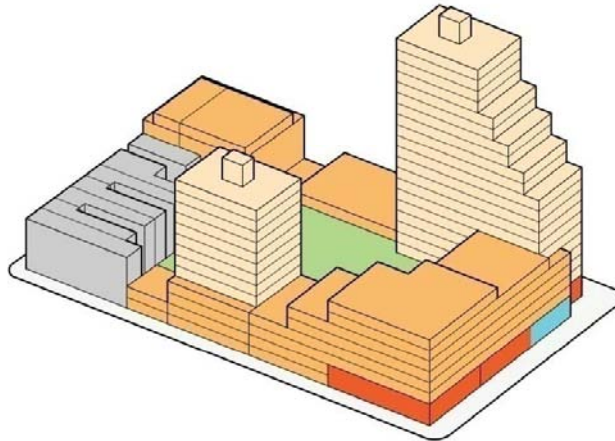
OPTION 1

Top three stories must have setbacks on all sides.



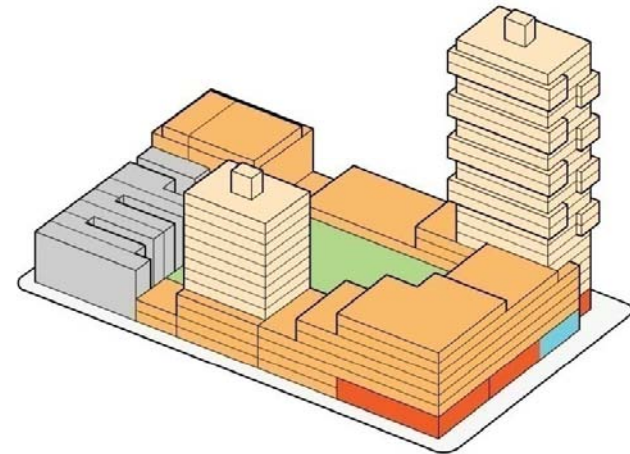
OPTION 2

Three setbacks of each 15' above 100' facing the water.



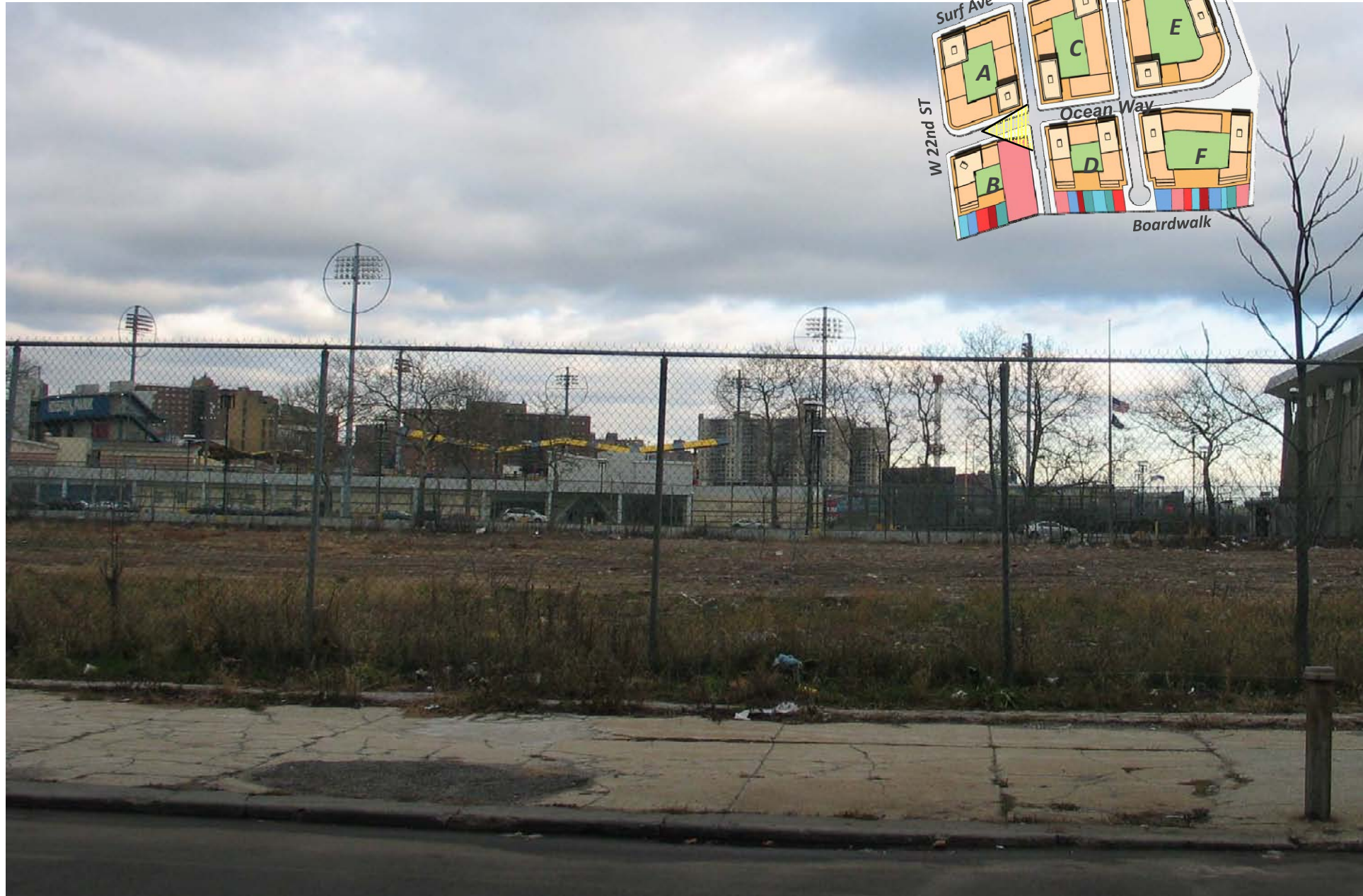
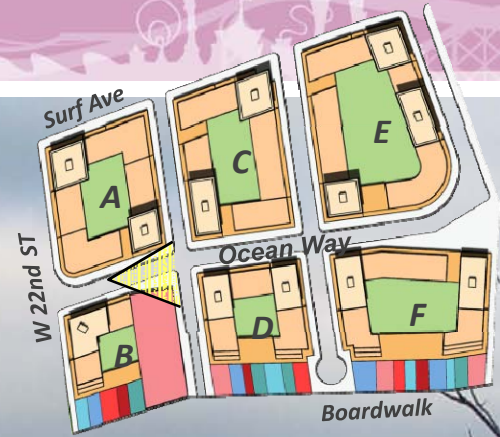
OPTION 3

Reverse Setback of max. 5' on at least two tower sides.



COMPREHENSIVE REZONING PROPOSAL

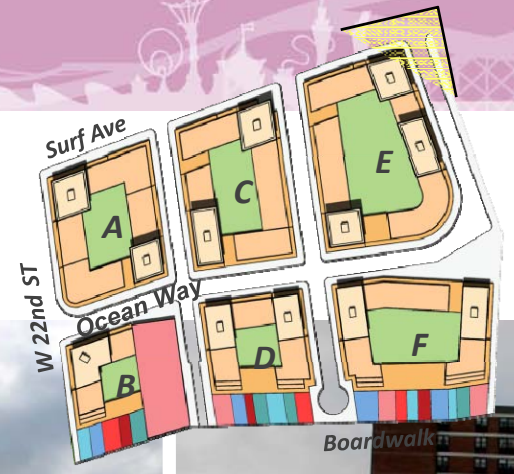
OCEAN WAY TODAY



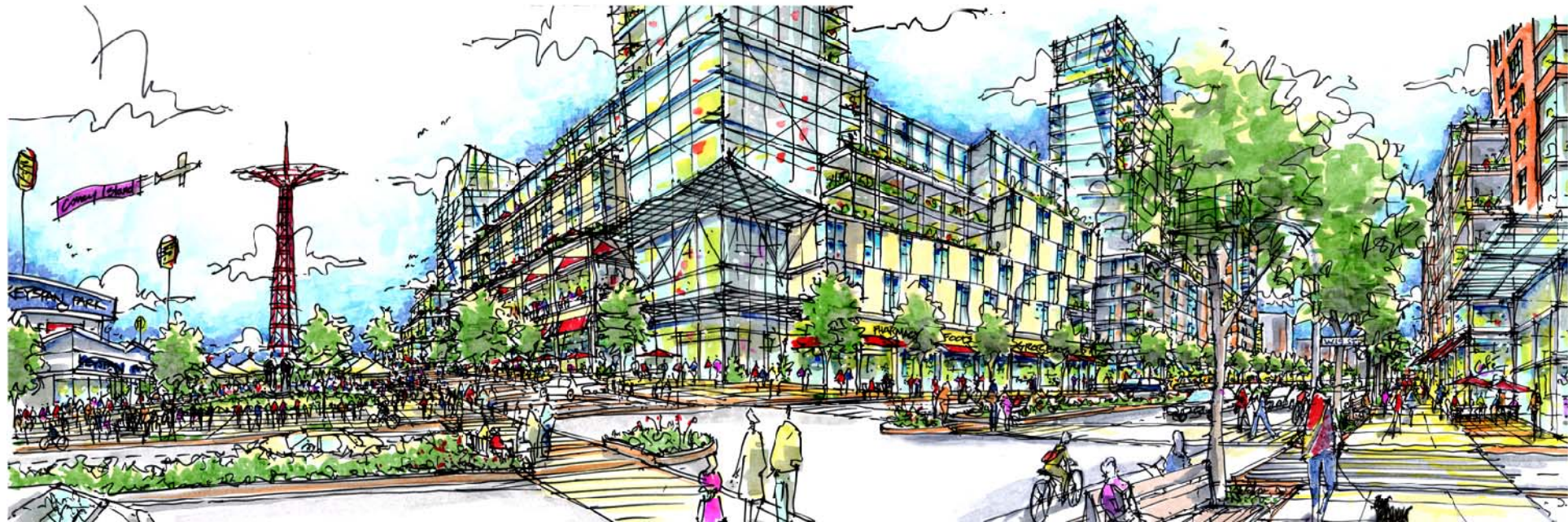


COMPREHENSIVE REZONING PROPOSAL

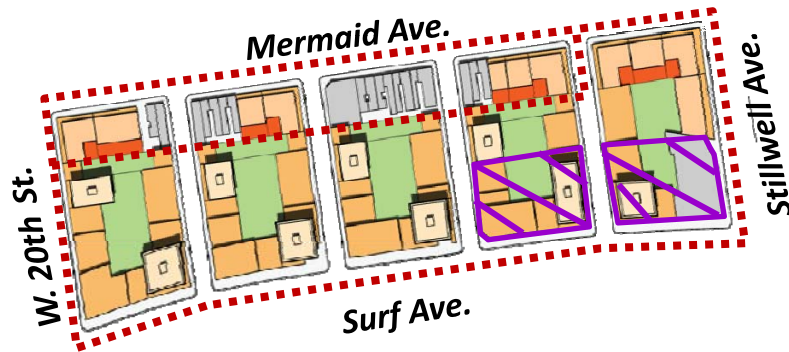
SURF AVENUE TODAY



SURF AVENUE AS THE SPINE OF THE DISTRICT



CONEY NORTH & MERMAID AVE. SUBDISTRICTS



5 Blocks

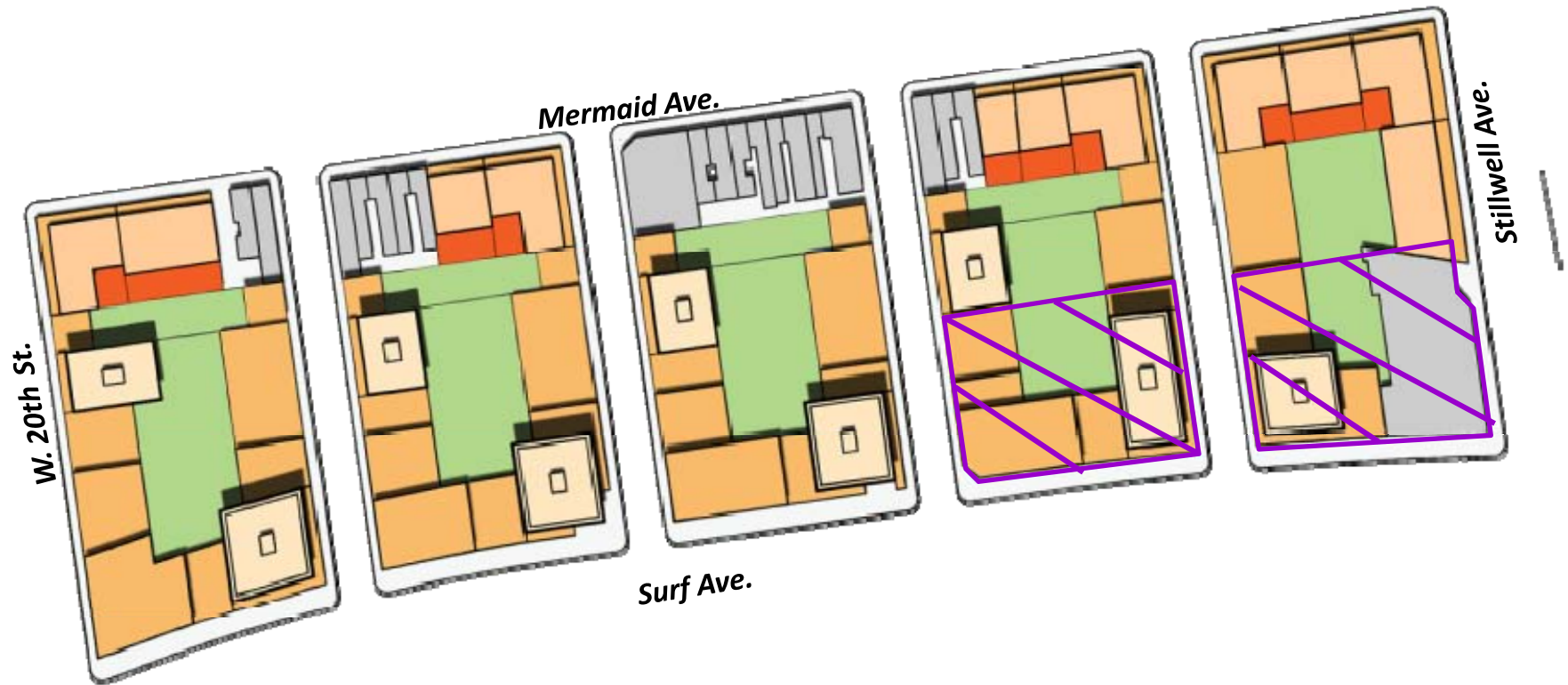
Residential & Retail District

Coney North: R7X/C2-4

Mermaid Ave.: R7A/C2-4

- ***Facilitate the development of long-time vacant land and parking lots and extend the existing residential neighborhood and provide a transition to the amusement district***
- ***Incentivize the creation of affordable housing through the Inclusionary Housing Program***
- ***Encourage the development of Surf Ave. as a major retail boulevard corridor with hotels, linking all three districts***
- ***Strengthen Mermaid Ave. as the local commercial corridor***

POTENTIAL DEVELOPMENT



Total square footage: ~1.9M SF

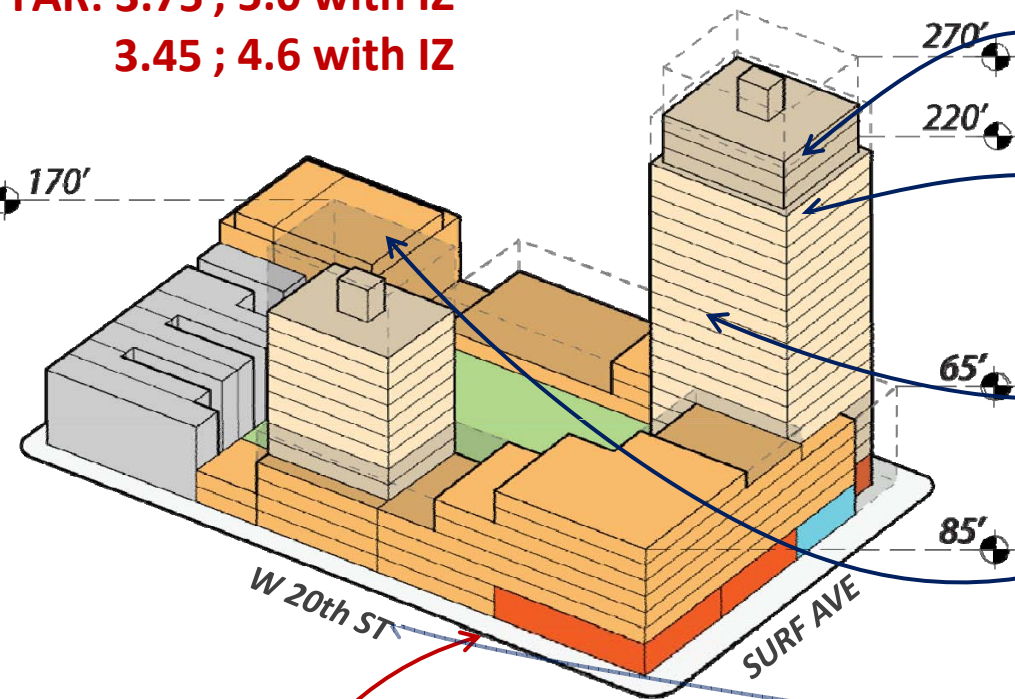
Local retail and services: ~140,000 SF

Residential units: from 1,650 to 1,800

Affordable housing units: from 330 to 360

BULK AND DENSITY

FAR: 3.75 ; 5.0 with IZ
3.45 ; 4.6 with IZ



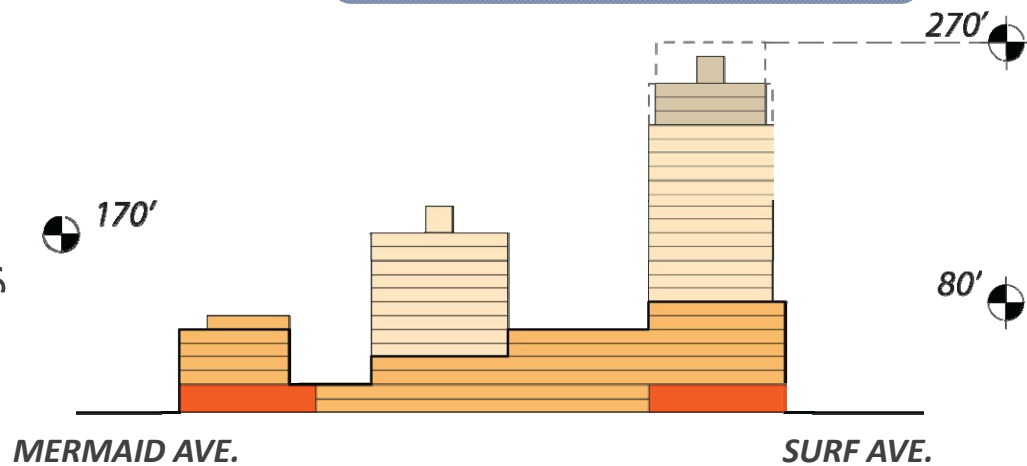
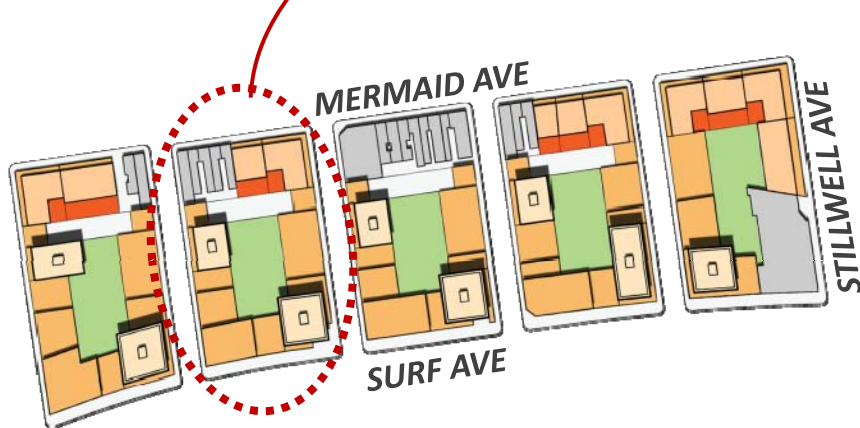
*Mandatory Tower Top
Articulation for towers > 170'*

*Tower Height:
Without IZ: 220'
With IZ: 270' ; second 130' to 170'*

*Surf Ave Base Height:
Min. 65' to Max. 85'
Mandatory street wall variation*

*Mermaid Ave Base Height:
Min. 40' to Max. 65'
Max. height: 80'*

*Other streets Base Height:
Min. 40' to Max. 65'*



MERMAID AVENUE TODAY



A STRENGTHENED MERMAID AVENUE



PARKING STRATEGY

Parking requirements:

- 60% for residential
- Retail: 1space/ 1,000SF

Required accessory parking and additional public parking not counted towards FAR

STILLWELL AVE
SUBWAY STATION

F D
N Q

WEST 8TH ST
SUBWAY STATION

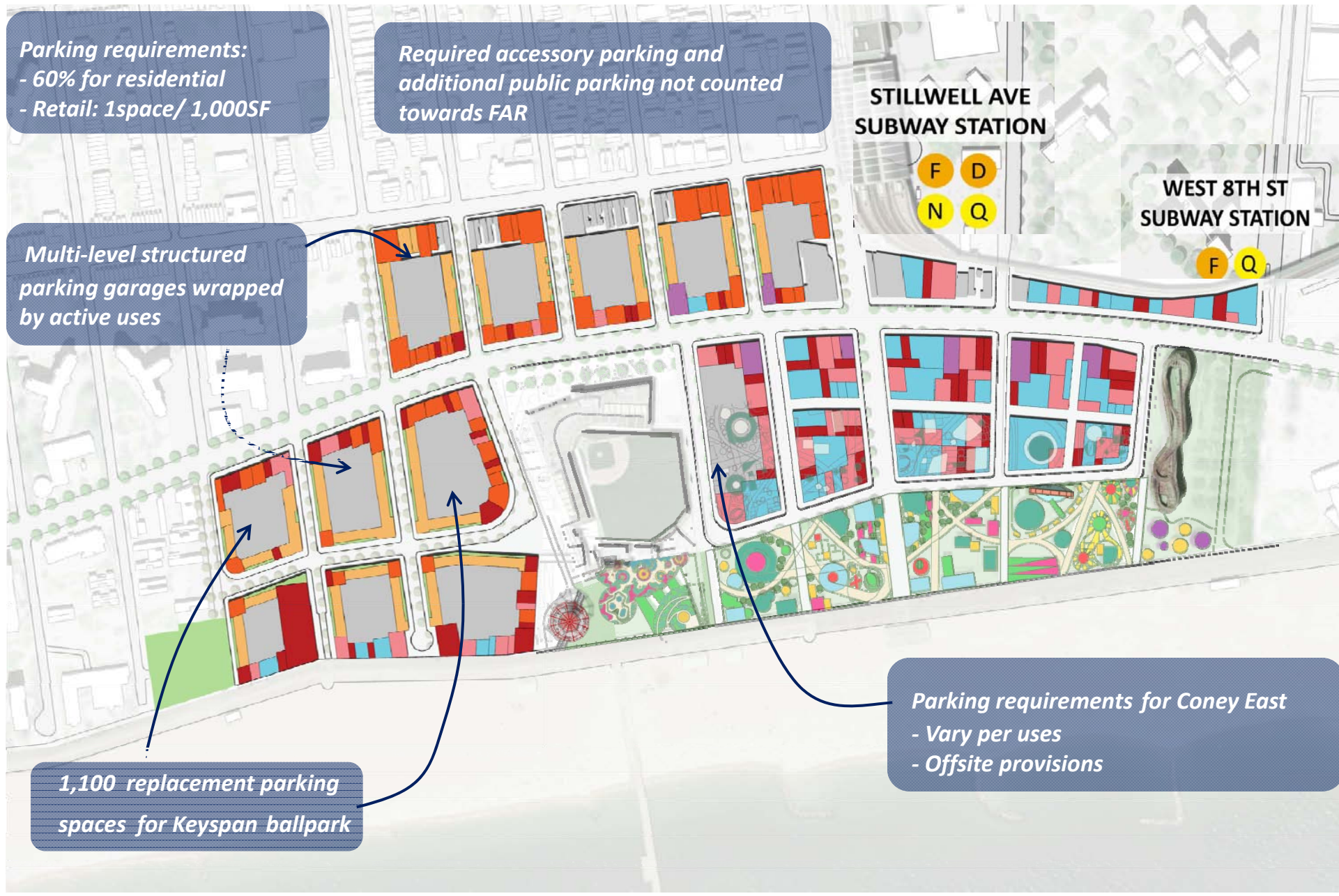
F Q

Multi-level structured parking garages wrapped by active uses

1,100 replacement parking spaces for Keyspan ballpark

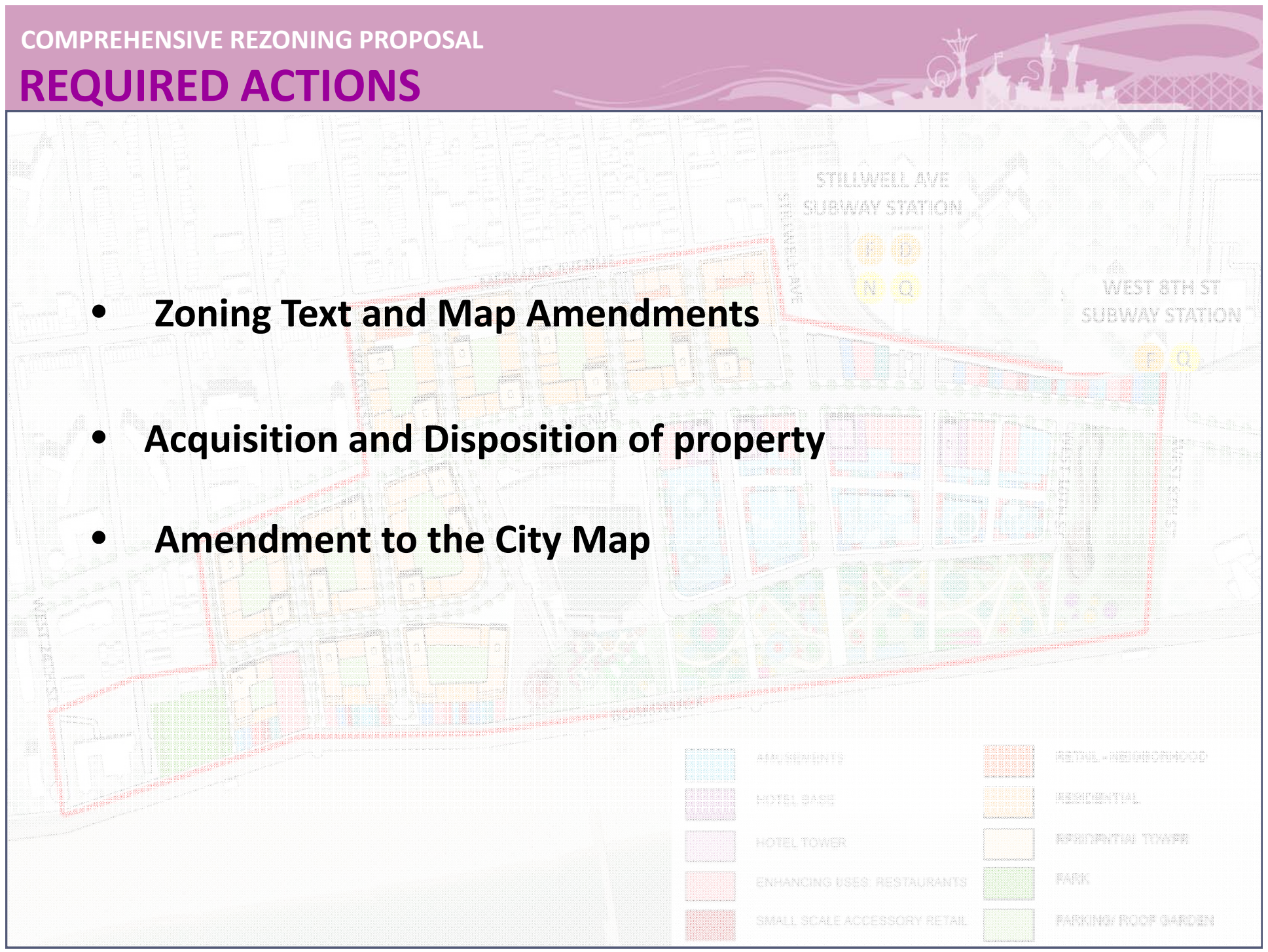
Parking requirements for Coney East









- Vary per uses
- Offsite provisions



REQUIRED ACTIONS

- **Zoning Text and Map Amendments**
- **Acquisition and Disposition of property**
- **Amendment to the City Map**



	AMUSEMENTS		RETAIL - NEIGHBORHOOD
	HOTEL BASE		RESIDENTIAL
	HOTEL TOWER		RESIDENTIAL TOWER
	ENHANCING USES: RESTAURANTS		PARK
	SMALL SCALE ACCESSORY RETAIL		PARKING/ ROOF GARDEN

ACQUISITION AND DISPOSITION OF PROPERTY



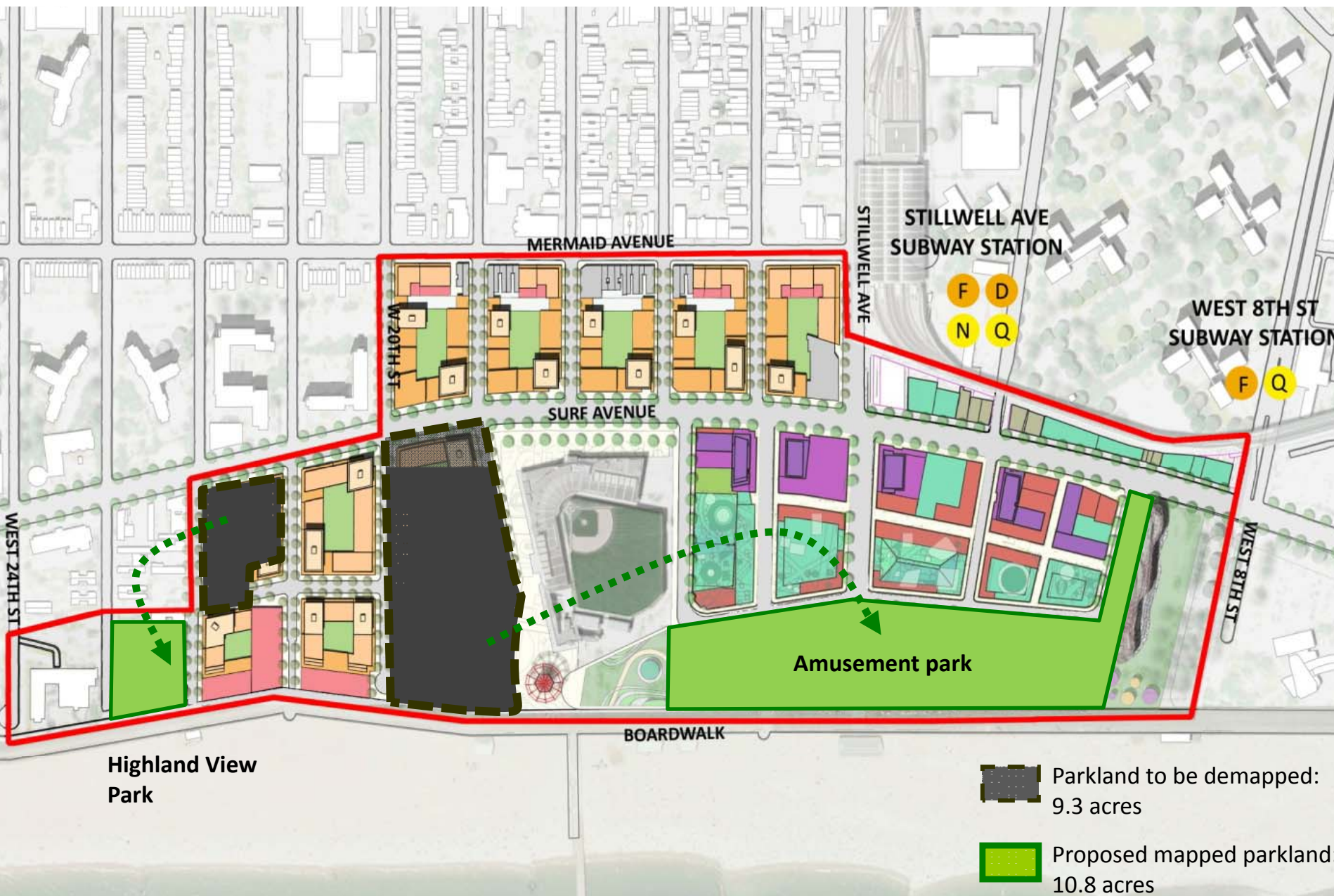
MAPPING AND DEMAPPING OF STREETS



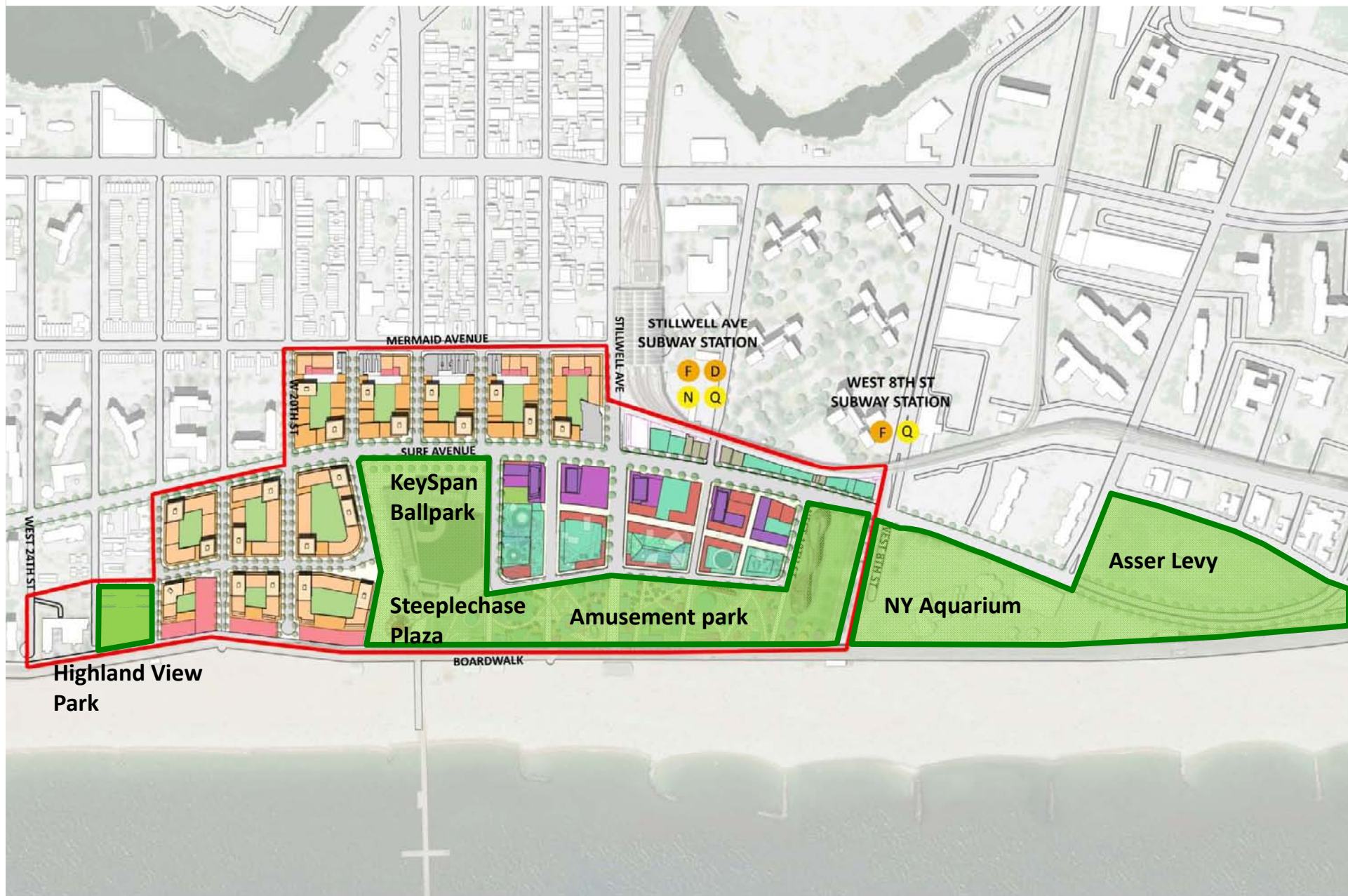
MAPPING AND DEMAPPING OF STREETS



PARKLAND STRATEGY



A 44-ACRE NETWORK OF RECREATIONAL PARKS



PROPOSED ZONING



COMPREHENSIVE CONEY ISLAND PLAN

