

17.92 Town Housing (ZT92) –No. 3 Road (Broadmoor) [Bylaw 10151, Dec 14/20]

17.92.1 Purpose

The **zone** provides for **town housing** and compatible **uses**. This **zone** is for the property developed under Land Use Contract 100 on No. 3 Road in the Broadmoor area.

17.92.2 Permitted Uses

- child care
- housing, town

17.92.3 Secondary Uses

- boarding and lodging
- community care facility, minor
- home business

17.92.4 Permitted Density

1. The maximum number of **dwelling units** for **town housing** in this **zone** is 6.
2. The maximum **floor area ratio** (FAR) is 0.60.

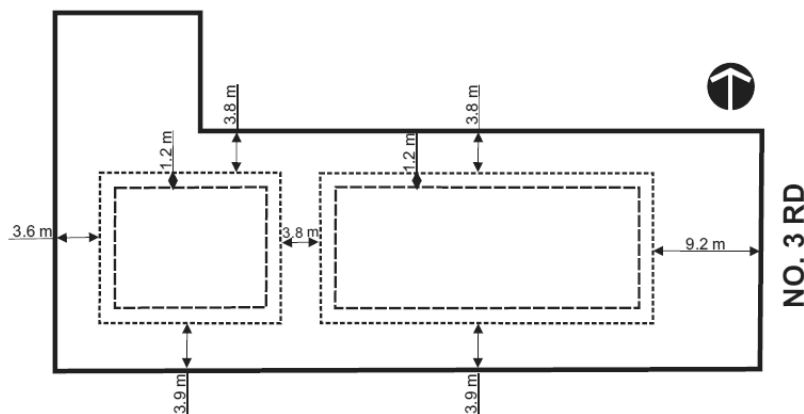
17.92.5 Permitted Lot Coverage

1. The maximum **lot coverage** is 30% for **buildings**.
2. No more than 65% of the **lot area** may be occupied by **buildings, structures, and non-porous surfaces**.
3. A minimum of 25% of the **lot area** is restricted to **landscaping** with live plant material.

17.92.6 Yards & Setbacks

1. The minimum **yards, setbacks** and **building separation space** shall be as shown in Diagram 1 in Section 17.92.6.1.a).

a) Diagram 1



LEGEND

- Site Boundary
- - - - - Building Envelope
- - - - - Line of Top Floor

17.92.7 Permitted Heights

1. The maximum **height** for **buildings** is 10.6 m, but containing no more than 2 **storeys**.

17.92.8 Subdivision Provisions/Minimum Lot Size

1. The minimum **lot area** is 1,350.0 m².

17.92.9 Landscaping & Screening

1. **Landscaping** and **screening** shall be provided in accordance with the provisions of Section 6.0.
2. In addition to Section 17.92.9.1, an outdoor **amenity space** of no less than 128 m² including children's play structures shall be provided within the northwest corner of the **lot**.

17.92.10 On-Site Parking and Loading

1. On-site **vehicle** and bicycle parking and loading shall be provided according to the standards set out in Section 7.0.

17.92.11 Other Regulations

1. In addition to the regulations listed above, the General Development Regulations of Section 4.0 and the Specific Use Regulations of Section 5.0 apply.