# 17.9 Town Housing (ZT9) – Blundell Road (Sunnymede North)

# 17.9.1 Purpose

The **zone** provides for **town housing** and other compatible **uses**.

#### 17.9.2 Permitted Uses

- child care
- housing, town

### 17.9.3 Secondary Uses

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

## 17.9.4 Permitted Density

- 1. The maximum number of **dwelling units** for **town housing** is 14.
- 2. The maximum **floor area ratio** (FAR) is 0.55, together with an additional 0.10 **floor area ratio** provided that it is entirely used to accommodate **amenity space**.

# 17.9.5 Permitted Lot Coverage

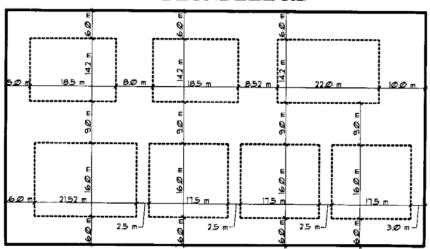
1. The maximum **lot coverage** is 36% for **buildings**.

#### 17.9.6 Yards & Setbacks

- 1. **Buildings** may not be sited outside of the **building envelope** identified in Diagram 1 in Section 17.9.6.2.
- 2. Diagram 1

# 1

# BLUNDELL RD



LEGEND

SITE BOUNDARY

---- BUILDING ENVELOPES

Note: All dimensions are in metres

3. **Cantilevered roofs** and **balconies**, unenclosed fireplaces and chimneys forming part of a **principal building** may project into **yards** and **setbacks** for a maximum distance of 1.0 m.

# 17.9.7 Permitted Heights

- 1. The maximum **height** for **buildings** or portions thereof is 9.0 m but not exceeding 2 ½ **storeys**.
- 2. The maximum **height** for **accessory structures** is 9.0 m.
- 17.9.8 Subdivision Provisions/Minimum Lot Size
- 1. There are no minimum **lot width** or **lot depth** requirements.
- 2. The minimum **lot area** is 4,000.0 m<sup>2</sup>.
- 17.9.9 Landscaping & Screening
- 1. **Landscaping** and **screening** shall be provided in accordance with the provisions of Section 6.0.

#### 17.9.10 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.

# 17.9.11 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.