

17.29 Town Housing (ZT29) – Minoru Boulevard (City Centre)

17.29.1 Purpose

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

17.29.2 Permitted Uses

- **child care**
- **housing, town**

17.29.3 Secondary Uses

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

17.29.4 Permitted Density

1. The maximum number of **dwelling units** is four.
2. The maximum **floor area ratio** (FAR) is 0.67 (exclusive of all parts of the **building** used for on-site parking purposes with no limitations).
3. Any portion of **floor area** that exceeds 5.0 m in **height** shall be considered to comprise two floors and shall be measured as such.

17.29.5 Permitted Lot Coverage

1. The maximum **lot coverage** is 40% for **buildings**.

17.29.6 Yards & Setbacks

1. The minimum **front yard** is 7.0 m.
2. The minimum north **side yard** is 7.4 m.
3. The minimum south **side yard** is 3.0 m
4. The minimum **rear yard** is 6.3 m.

17.29.7 Permitted Heights

1. The maximum **height** of **buildings** is 11.0 m, except that portions of a **building** which are closer than 12.0 m to a **lot line** which **abuts** a public **road** shall be no more than two **storeys** in **height**.
2. The maximum **height** of **accessory structures** is 9.0 m.

17.29.8 Subdivision Provisions/Minimum Lot Size

1. There are no minimum **lot width**, **lot depth** or **lot area** requirements.

17.29.9 Landscaping & Screening

1. **Landscaping** and **screening** shall be provided in accordance with the provisions of Section 6.0.

17.29.10 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.
2. The minimum number of **parking spaces** shall be six and the minimum aisle width for 90° parking angle shall be 6.5 m.

17.29.11 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.