

## 17.36 Town Housing (ZT36) – No. 1 Road (Steveston)

### 17.36.1 Purpose

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

### 17.36.2 Permitted Uses

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

### 17.36.3 Secondary Uses

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

### 17.36.4 Permitted Density

1. The maximum **floor area ratio** (FAR) is 0.60, together with an additional 1.4 m<sup>2</sup> per unit for **dwelling units** with **basic universal housing features**.

### 17.36.5 Permitted Lot Coverage

1. The maximum **lot coverage** is 45% for **buildings**.

### 17.36.6 Yards & Setbacks

1. The minimum **setback** from the north **lot line** is 2.0 m.
2. The minimum **setback** from the south **lot line** is 3.0 m.
3. The minimum **setback** from the east **lot line** is 6.0 m.
4. The minimum **setback** from the west **lot line** is 3.0 m.

### 17.36.7 Permitted Heights

1. The maximum **height** for **principal buildings** within 20.0 m of the east **lot line** is 12.04 m but containing no more than 2 ½ **storeys**.
2. The maximum **height** for **principal buildings** more than 20.0 m from the east **lot line** is 9.0 m but containing no more than 2 **storeys**.
3. The maximum **height** for **accessory buildings** is 5.0 m.
4. The maximum **height** for **accessory structures** is 9.0 m.

### 17.36.8 Subdivision Provisions/Minimum Lot Size

1. There are no minimum **lot width** or **lot depth** requirements.
2. The minimum **lot area** is 3,500.0 m<sup>2</sup>.

### 17.36.9 Landscaping & Screening

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

### 17.36.10 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.

### 17.36.11 Other Regulations

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