



ITEMS 3.8 & 3.9  
BYLAW 20524 & CHARTER BYLAW 20525  
CLAREVIEW TOWN CENTRE

DEVELOPMENT  
SERVICES  
July 10, 2023



## Comments

- The site was initially planned for a park/stormwater management facility
- Do not want more multi-unit development
- Will increase Traffic/Crime
- Too much commercial in the neighbourhood



MAILED NOTICE  
April 12, 2023



CITY WEBPAGE  
April 12, 2023



PUBLIC HEARING  
NOTICE  
June 20, 2023



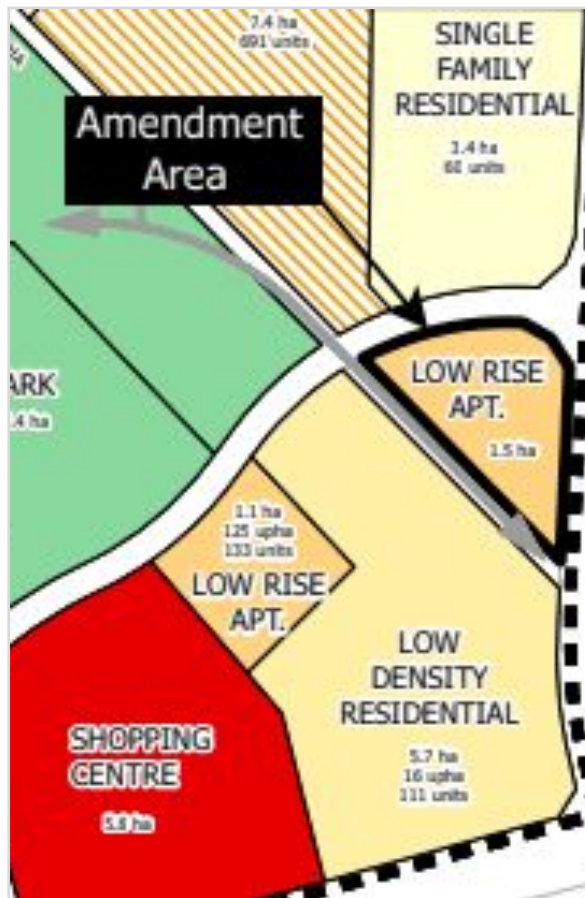
JOURNAL AD  
June 23 & 30,  
2023



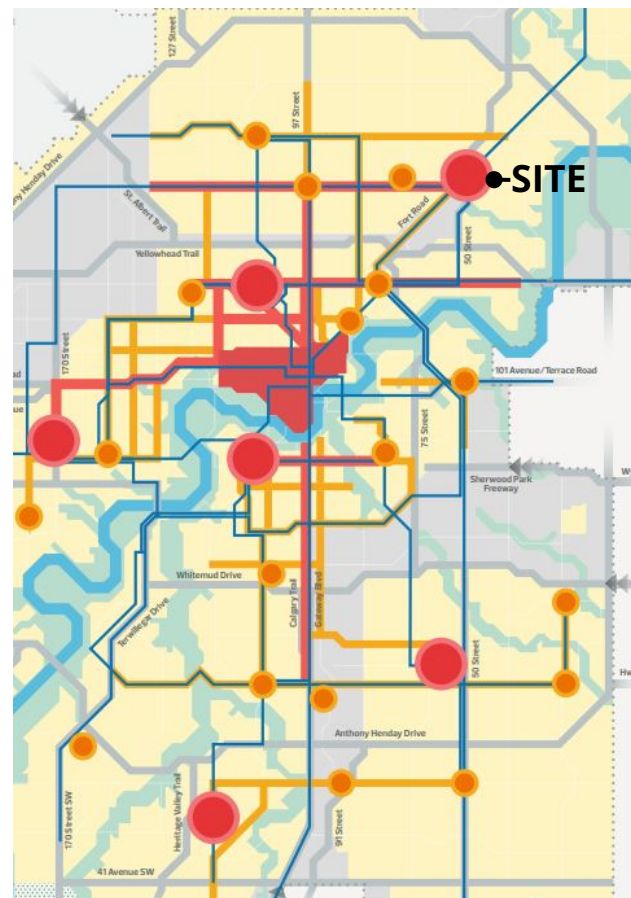
REGULATION	RF5 Current Zoning	RA7 Proposed Zoning
Principle Building	Multi-Unit Housing	Multi-Unit Housing
Height	10.0 m	14.5 m - 16.0 m
Site Coverage	50-52%	N/A
Setbacks Front Int. Side Flk. Side Rear	4.5 m 1.2 m 1.2 m - 3.0 m 5.5 m - 7.5 m	4.5 m 1.5 m - 3.0 m 3.0 m 1.2 m - 7.5 m



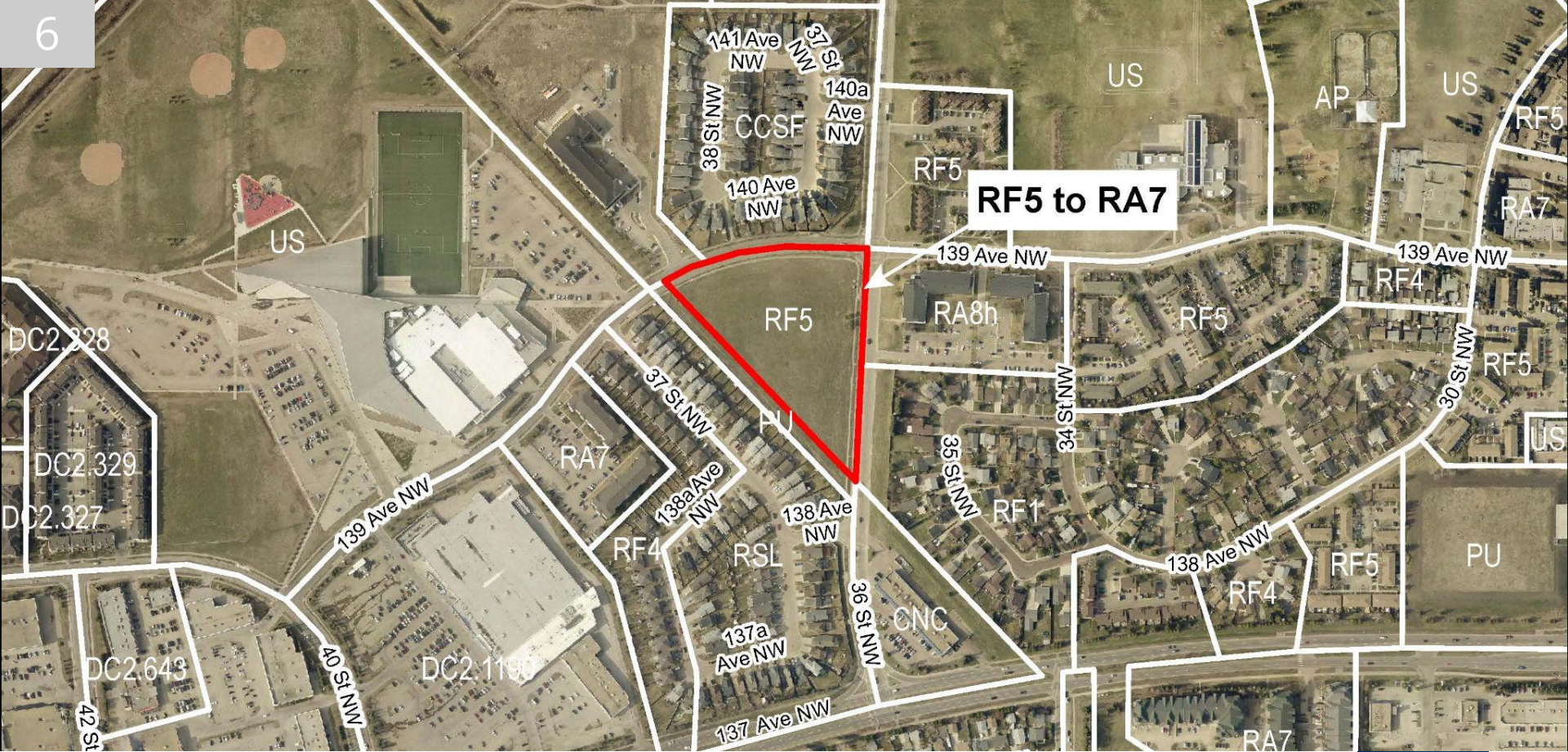
SITE VIEW



CLAREVIEW TOWN CENTRE NASP



THE CITY PLAN



ADMINISTRATION'S RECOMMENDATION: **APPROVAL**

	<b>RF5 Current</b>	<b>RA7 Proposed</b>	<b>RM - Medium Scale Residential Zone</b>
<b>Principal Building</b>	Multi-Unit Housing	Multi-unit housing	Multi-unit housing
<b>Maximum Height</b>	10.0 m	14.5 m for flat, mansard and gambrel roofs, or 16.0 m for a roof type with a pitch of 4/12 (18.4 degrees) or greater	16 .0 m
<b>Front Setback</b>	4.5 m	4.5 m	4.5 m (36 Street) 1.0 m (grounded floor, non-residential on main street)
<b>Minimum Interior Side Setback</b>	1.2 m	1.5 m < 10.0 m building Height, 3.0 m > 10 m building height	3.0 m > 12 m building height
<b>Minimum Flanking Side Setback</b>	1.2 m except 3.0 m flanking public roadway other than a Lane	3.0 m Abutting a flanking roadway	3.0 m ( treed Blvd, 193 Avenue) 1.0 m ( grounded floor, non-residential on main street)
<b>Minimum Rear Setback</b> (Lane)	7.5 m except it may be reduced to 5.5 m where there is a rear attached Garage: 6.5 m or less in Height may have a minimum Rear Setback of 1.2 m	7.5 m, except that individual buildings that are 6.5 m or less in Height may have a minimum Rear Setback of 1.2 m	3.0 m
<b>Maximum Site Coverage</b>	50 - 52%	N/A	2.3 - 2.8 FAR