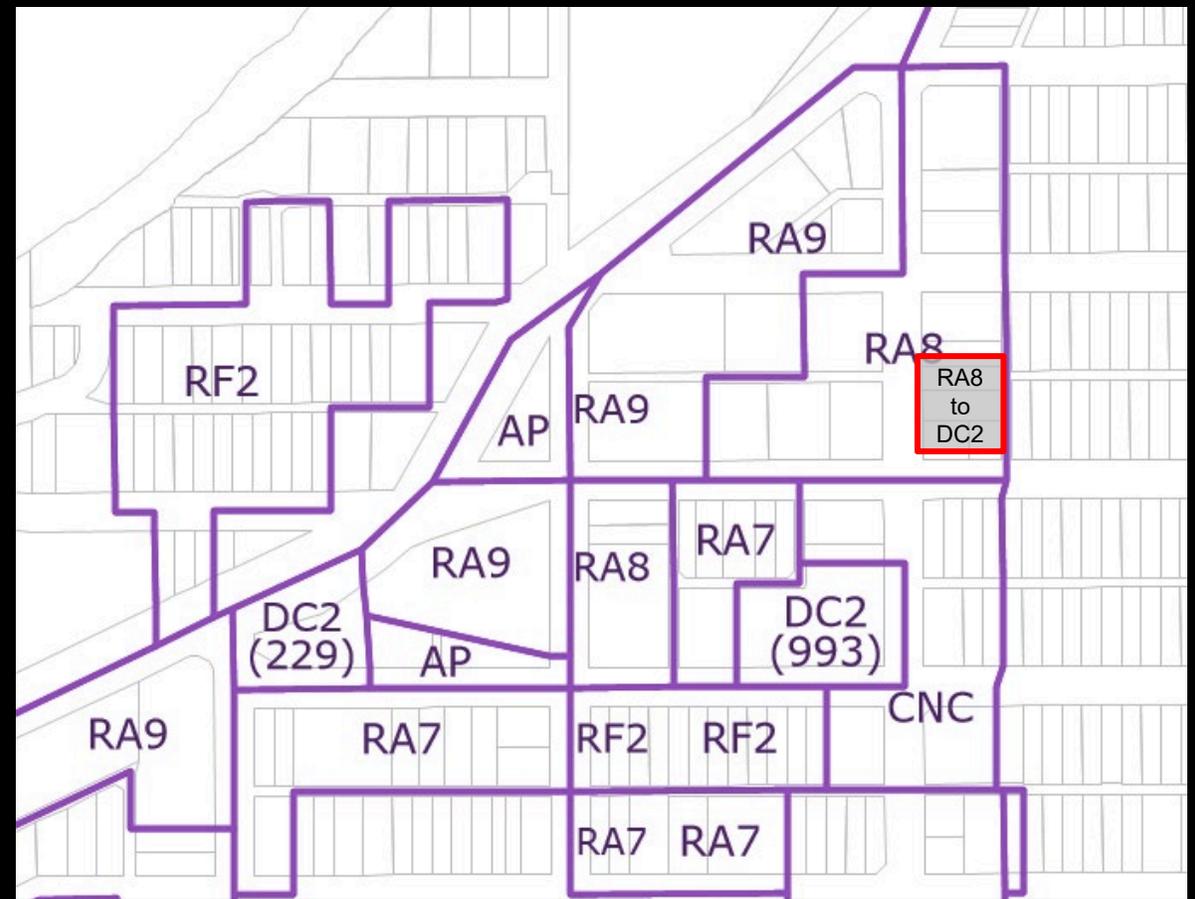


# 99 STREET DC2 REZONING PUBLIC HEARING BYLAW #19424

9854/ 9860 – 90 Avenue and 9009/9013 – 99 Street

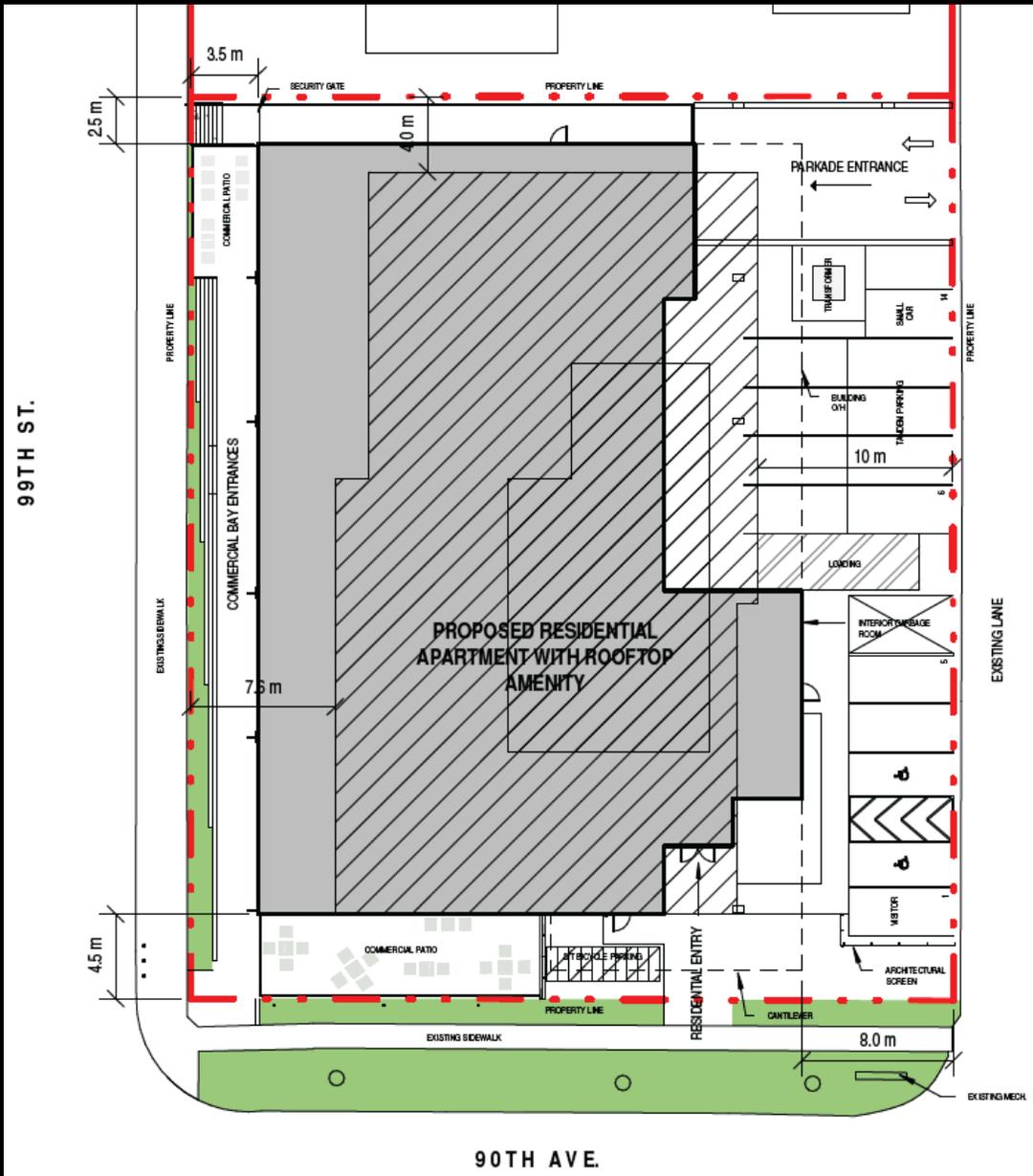
# SITE CONTEXT AND ZONING



## Legend

-  Redevelopment Site
-  Proposed Mixed-Use (Commercial/Residential)
-  Multi-Family
-  Single-Family (1-2.5 Storeys)
-  Personal Services
-  Park
-  Number of Storeys
-  Bus Stop
-  Multi-Use Trail

# SITE PLAN & ELEVATIONS



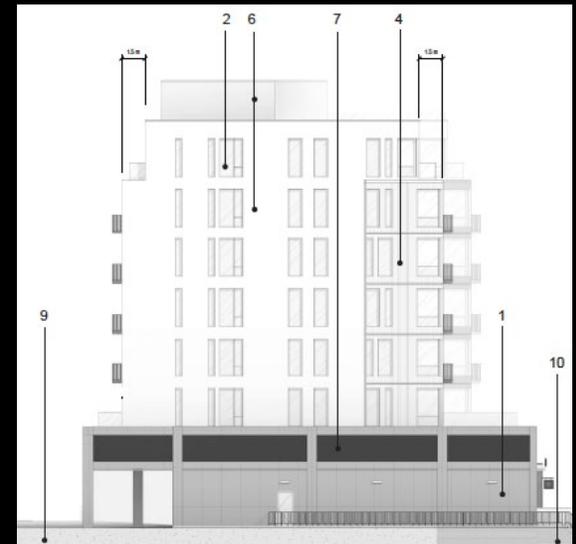
WEST ELEVATION



SOUTH ELEVATION



EAST ELEVATION



NORTH ELEVATION

# SUPPORTING POLICIES – CITY PLAN

## 2. Big City Move: A Rebuildable City

- 600,000 additional residents will be welcomed into the redeveloping area; and
- 50% of net new units added through infill city-wide.

**1.3.1.1** Establish and invigorate districts where daily life, work and play intersect.

**1.3.1.3** Encourage diverse design and development in all neighbourhoods so communities can continue to evolve over time.

**1.3.1.5** Encourage high quality urban design that celebrates the unique physical pattern of the city's systems, networks and places

**1.3.3.4** Enable all districts to achieve more income diverse neighbourhoods and a greater mix of land uses.

**2.2.1** Promote compact, mixed use development within districts that supports equitable access to employment, education and amenities.

**2.2.1.1** Design and retrofit street layouts to facilitate intensification and ongoing adaptability.

**2.2.1.5** Facilitate housing and job growth and intensification within nodes and corridors.

**2.2.1.6** Enable ongoing residential infill to occur at a variety of scales, densities and designs within all parts of the residential area.

**2.2.3** Ensure that walkable and attractive mixed-use development occurs at nodes and along corridors in a manner that is integrated with accessible mass transit.

**2.3** Edmonton's growth and development mutually benefit the city and region.

**2.3.1** Promote opportunities to accommodate growth through the compact development of new and existing neighbourhoods.

**2.3.1.6** Enable and encourage new growth in alignment with priority areas as outlined in Managing Growth in Edmonton.

**4.1.1.4** Enhance street design through building and renewal to improve connectivity, amenity space and beauty.

### Secondary Corridors

- Desired overall density: minimum 75 people and/ or jobs per hectare (higher at intersections or connections with nodes)
- Potential size/ scale: 1 block on either side of the street, at least 5 blocks.
- Typical massing/ form: low-rise and mid-rise



# SUPPORTING POLICIES

## Residential Infill Guidelines – Large Residential Infill

### **Parking**

- Parking should be provided in an underground or above ground parking structure, accessible from an adjacent lane.

### **Built Form + Design**

- Building mass should be arranged to minimize shadowing/optimize access to sunlight on adjacent lots.
- Building articulation, setbacks, and careful placement of windows/doors/patios/balconies should maintain privacy of units and adjacent lots.
- Building facades should be punctuated/varied to reduce appearance of building bulk and create visual interest.
- Building length should be no more than 48m.
- Buildings should front onto a street.
- Ground floor retail should be developed in buildings that front onto a commercial street or that are part of a comprehensively planned site.

### **Site Design + Streetscape**

- Access to sunlight should be optimized on adjacent properties and common outdoor amenity areas.
- Fencing/screening/landscaping should be used to maintain privacy of adjacent homes.
- Common outdoor amenity space should accommodate needs of residents and be located where there is surveillance/sunlight/weather protection.
- Building design and landscaping features should integrate infill into existing pattern of development in the neighbourhood.
- Buildings along street frontages should have prominent front entrances.

## Infill Roadmap 2.0

**Action 1:** Build an approach to prioritize infill at key transit nodes and corridors.

**Action 7:** Address land assembly and mixed use.

# PERSPECTIVE RENDERINGS

