Proposed Direct Control District

1. The Land Use Bylaw, being Bylaw 1P2007 of the City of Calgary, is hereby amended by deleting that portion of the Land Use District Map shown as shaded on Schedule "A" to this Bylaw and replacing it with that portion of the Land Use District Map shown as shaded on Schedule "B" to this Bylaw, including any land use designation, or specific land uses and development guidelines contained in the said Schedule "B".

SCHEDULE A



SCHEDULE B



DIRECT CONTROL DISTRICT

Purpose

- 1 This Direct Control District Bylaw is intended to:
 - (a) accommodate grade oriented multi-residential development of low height and medium density;
 - (b) accommodate smaller dwelling units with reduced vehicle parking requirements and increased bicycle parking requirements; and
 - (c) provide for a sensitive transition to adjacent low-density residential development.

Compliance with Bylaw 1P2007

2 Unless otherwise specified, the rules and provisions of Parts 1, 2, 3 and 4 of Bylaw 1P2007 apply to this Direct Control District Bylaw.

Reference to Bylaw 1P2007

Within this Direct Control District Bylaw, a reference to a section of Bylaw 1P2007 is deemed to be a reference to the section as amended from time to time.

General Definitions

- 4 In this Direct Control District:
 - (a) "floor area" means the total horizontal area of every enclosed floor and mezzanine used exclusively by a single unit. For units located below grade, this calculation does not include stairwells, landings, and mechanical or electrical rooms.

Permitted Uses

The *permitted uses* of the Multi-Residential – Contextual Grade-Oriented (M-CG) District of Bylaw 1P2007 are the *permitted uses* in this Direct Control District.

Discretionary Uses

The *discretionary uses* of the Multi-Residential – Contextual Grade-Oriented (M-CG) District of Bylaw 1P2007 are the *discretionary uses* in this Direct Control District.

Bylaw 1P2007 District Rules

7 Unless otherwise specified, the rules of the Multi-Residential – Contextual Grade-Oriented (M-CG) District of Bylaw 1P2007 apply in this Direct Control District.

Density

8 There is no maximum *density*.

Floor Area Ratio

9 The maximum *floor area ratio* is 1.5.

Number of Buildings

The minimum number of *buildings* containing *units* in a **Multi-Residential**Development is 2.

Unit Mix

The number of *units* with a *floor area* less than or equal to 45.0 square metres must not exceed the number of *units* with a *floor area* greater than 45.0 square metres within this Direct Control District.

Street Orientation of Units

- 12 (1) 50.0 per cent or more of the *units* in a *development* that have a *floor area* greater than 45.0 square metres must have an exterior wall that directly faces a public *street*.
 - (2) Each *unit* with a *floor area* greater than 45.0 square metres with an exterior wall that directly faces a public *street* must have a sidewalk providing direct access from the *street* to the *unit*.

At Grade Orientation of Units

A *unit* in a **Multi-Residential Development** must have an individual, separate, direct access to *grade*.

Building Separation

- 14 (1) The minimum separation distance between a *building* contained on the front portion of a *parcel* and a *building* contained on the rear portion of a *parcel* is 6.0 metres.
 - (2) The rule in subsection (1) applies only to *buildings* containing *units*.

Setback Areas

The depth of all **setback areas** must be equal to the minimum **building setbacks** required by Section 14 of this Direct Control District Bylaw.

Building Setbacks

- 16 (1) The minimum *building setback* from a *property line* shared with a *street* is 3.0 metres.
 - (2) The minimum *building setback* from a *property line* shared with a *lane* is 1.2 metres.
 - (3) The minimum *building setback* from a *property line* shared with another *parcel* is 1.2 metres.

Building Height and Cross Section

- 17 (1) The maximum *building height* is 12.0 metres.
 - (2) The maximum *building height* on a *parcel* that shares a *property line* with another *parcel*:
 - (a) is 8.0 metres measured from *grade* at the shared *property line*; and
 - (b) increases proportionately to a maximum of 12.0 metres measured from *grade* at a distance of 4.0 metres from the shared *property line*.

Amenity Space

- Where a *unit* has a *floor area* greater than 45.0 square metres the required minimum *amenity space* is 7.5 square metres per *unit*.
 - Where a *unit* has a *floor area* less than or equal to 45.0 square metres the required minimum *amenity space* is 5.0 square metres per *unit*.
 - (3) The required **amenity space** may be provided as **private amenity space**, **common amenity space** or a combination of both.
 - (4) **Private amenity space** must:
 - (a) be provided outdoors:

- (b) have direct access from each *unit*;
- (c) have a minimum area of 5.0 square metres; and
- (d) have no dimension of less than 2.0 metres.
- (5) Common amenity space must:
 - (a) be provided as **common amenity space outdoors**;
 - (b) have direct access from each *unit*; and
 - (c) have no dimension of less than 3.0 metres.

Motor Vehicle Parking Stall Requirements

- 19 (1) Unless otherwise provided in subsection (2) the minimum number of *motor* vehicle parking stalls is 1.0 stall per unit.
 - (2) The minimum number of **motor vehicular parking stalls** for **units** is reduced to zero where:
 - (a) the *floor area* of a *unit* is 45.0 square metres or less; and
 - (b) space is provided in a **building** for the occupant of the **unit** for storage of mobility alternatives such as bicycles or strollers that:
 - (i) is accessed directly from the exterior; and
 - (ii) has an area of at least 2.5 square metres.
 - (3) Visitor parking stalls are not required.

Bicycle Parking Stall Requirements in Multi-Residential Development

20 The minimum number of bicycle parking stalls – class 1 is 0.5 stalls per unit.

Relaxations

The **Development Authority** may relax the rules contained in Section 7 of this Direct Control District Bylaw in accordance with Sections 31 and 36 of Bylaw 1P2007.