





Development Details

Plot(s) ID MU - R - 023

| Land uses               |           | GFA         | Parking |  |
|-------------------------|-----------|-------------|---------|--|
| Level 1                 | Level 2   | (sq. m)     | rate    |  |
| Residential             | Apartment |             |         |  |
| Commercial              | Retail    |             |         |  |
| Total GFA (sq. m)       |           |             |         |  |
| Total plot area (sq. m) |           |             |         |  |
| Building height         |           | G+xx (xxm)* |         |  |

<sup>\*</sup>To be provided in special cases only, see chapter 6.1 of the Master Planning Guidelines.

| Minimum setback (m)            | Side 1 | Side 2 | Side 3 | Side 4 |
|--------------------------------|--------|--------|--------|--------|
| Building / Tower               |        |        |        |        |
| Minimum setback between towers |        |        | xxm    |        |

| Surface parking                 | Permitted | Y / N |
|---------------------------------|-----------|-------|
| Surface parking within setbacks |           | Y / N |

| Boundary wall   | Permitted | Y/N |  |
|---|-----------|-----|--|
| Architectural guidelines of boundary wall treatment must be followed. | Mandatory | Y/N |  |
| Maximum wall height   | xxm       |     |  |

## **General Notes**

- (Pergola/shading devices, guard house, utilities) are allowed uses in setbacks.

- Architectural guidelines must be followed. (master developer may edit this statement)

## **Plot Specific Notes**

-Any dditional notes (if available) by the master developer must be added in this box

Figure 9.10: Example plot development guideline for a building without podium