SECTION 128 PS – PUBLIC SERVICE INSTITUTIONAL DISTRICT

(1) GENERAL PURPOSE

This District is intended for the Development of public and private services which contribute to governance, culture, safety and health in the community.

Permitted Uses	Discretionary Uses
 Accessory Building Government Service Hospital Post Secondary Institution (Bylaw C-900-15 - Feb. 23, 2015) Public Libraries and Cultural Exhibits Religious Assembly School 	 Cemetery Child Care Facility Group Care Facility Health Service Private Club Public Utility Building Recreational Establishments, Indoor (Bylaw C-942-15, Jan. 29, 2016) Special Care Facility Theatre Transit Transfer Station

(Bylaw C-1104-19, May 29, 2020)

(2) DEVELOPMENT REGULATIONS

In addition to the Regulations contained in Part 6 General Regulations, Part 7 Special Regulations, Part 8 Parking Regulations, Part 9 Landscaping Regulations, and Part 10 Sign Regulations, the following regulations shall apply to all Development in this District.

	Site Standard
Front Yard Setback (Minimum):	• 5.0 m
Side Yard Setback (Minimum):	• 5.0 m
Rear Yard Setback (Minimum):	• 5.0 m
Site Coverage (Maximum):	• 50%
Building Height (Maximum):	Four Storeys not exceeding 14.0 m

(3) ADDITIONAL REGULATIONS

- (a) Notwithstanding Subsection (2), the Development Officer may require:
 - (i) Greater Setbacks where a Development is located adjacent to a Residential District; or
 - (ii) Lesser setbacks where a Development is in a Pedestrian Oriented area or the Development is intended to be an integral part of the streetscape.

 (b) Developments within the City Centre Overlay as identified on the PART 11 – LAND USE DISTRICT REGULATIONS, Section 114 Land Use District Map;
 (1), with the Map being Schedule A, shall adhere to the requirements in PART 6 – GENERAL REGULATIONS; Section 30 Design and Appearance of Buildings.

(Bylaw C-1162-21, April 11, 2023)

(c) Bus parking and loading at School Buildings must be located in a designated area to accommodate safe pedestrian movement and vehicular circulation.