TABLE 1: KEY RESIDENTIAL DESIGN & SITING REQUIREMENTS

LOT TYPE	MIN. LOT SIZE (m²)	MINIMUM BUILDING SETBACKS #									PRIVATE OPEN SPACE (POS)			MINIMUM CAR PARKING PROVISION *		OTHER REQUIREMENTS	
		FIRST STOREY					SECOND STOREY										
		Typical Av. Lot Width (m)	Front (m) [Subject to additional garage setbacks where relevant]	Rear (m) [See CI. 8.1.5.2(iv)]	Mandatory Zero Lot Line [as shown on Sector Plan Map]	Side Setback (m) [for non ZLL boundar y]	Front (m)	Rear (m) [See Cl.8.1.5.3(i)]	Zero Lot Line [See Cl.8.1.5. 3(ii)]	Side Setback (m)	Indicative Location of POS shown on Sector Plan Map	Minimum Area (m²)	Minimum Circle Diameter (m) Æ	On-site	On-street	Maximum Building Site Cover (%)	Indicative Driveway Location shown on Sector Plan Map
Villa	320	10	3	6 (incl. 3m building encroachment area for 60% of lot width)	Yes	1.0	3	6 (incl. 3m building encroachment area for 60% of lot width)	1.0	1.5	Yes	25	5	2	1 space per 2 lots	50	Yes
Premium Villa	400	12.5	3	6 (incl. 3m building encroachment area for 60% of lot width)	Yes	1.0	3	6 (incl. 3m building encroachment area for 60% of lot width)	1.0	1.5	Yes	40	5	2	1 space per 2 lots	50	Yes
Courtyard	450	14	3	6 (incl. 3m building encroachment area for 60% of lot width)	Yes	1.5	3	6 (incl. 3m building encroachment area for 60% of lot width)	1.5	2	Yes	40	5	2	1 space per 2 lots	50	Yes
Premium Courtyard (Economy Traditional in DCP)	575	18	4.5	6 (incl. 3m building encroachment area for 60% of lot width)	No	1.5	4.5	6 (incl. 3m building encroachment area for 60% of lot width)	1.5	2	Yes	60	5	2	1 space per 2 lots	50	Yes
Traditional	640	20	4.5	6 (incl. 3m building encroachment area for 60% of lot width)	N/A	1.5	4.5	6 (incl. 3m building encroachment area for 60% of lot width)	N/A	2	No	-	-	3	1 space per 2 lots	40	No (except where specific access location required)
Dress Circle	830	22.5	4.5	6 (incl. 3m building encroachment area for 60% of lot width)	N/A	1.5	4.5	6 (incl. 3m building encroachment area for 60% of lot width)	N/A	2	No	-	-	3	1 space per 2 lots	40	No (except where specific access location required)