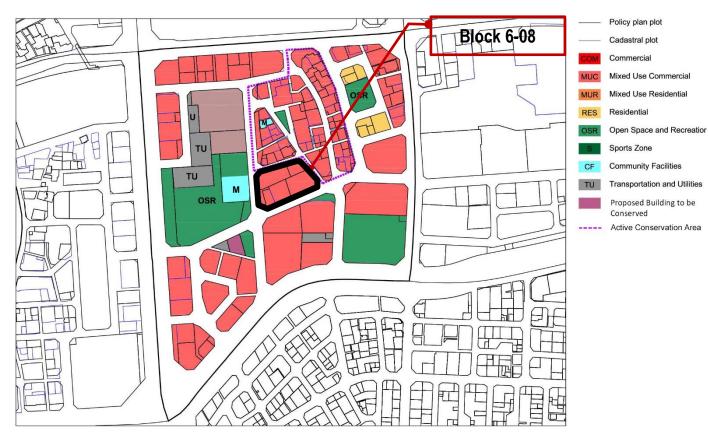
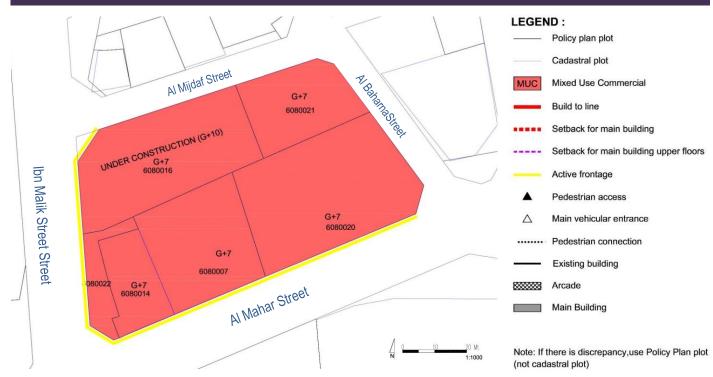
### **ZONING PLAN**



#### **USE REGULATIONS**



GENERAL USE MIX					
Zoning Category		Commercial Mixed Use Commercial		Mixed Use Residential	Residential
Zoning Code		СОМ	MUC	MUR	RES
Minimum required number of use type*		1	2	2	1
	Commercial Retail, Office	<b>✓</b> *	$\overline{\mathbf{V}}$	✓	*
Use Type per	Residential Flats, Apartments	*	✓	*	$\overline{\mathbf{V}}$
Zoning Category	Hospitality Hotels, Serviced Apartments	<b>√</b> *	✓	<b>√</b> *	✓
	Complementary (See Permitted Uses Table)	✓	✓	✓	✓
Examples		Mall, souq etc.	Commercial with mixed use, strips	Residential with retail/office, hotels	Residential blocks, towers, houses

Uses mix: ☑ Required; ✓ Allowed; ➤ Not allowed

\* Allow to be substituted with Hospitality Use Type

USE SPLIT					
MUC: Mixed Use Commercial	Use	Allowed Floor Location	GFA split		
Commercial (retail/office)	<b>✓</b> *	All	51 % min		
Residential	✓	Higher storey	49% max		
Hospitality	✓	All	-		
Complementary (community facilities, sport, etc)	✓	Ground floor level & Roof-Top	20% max		

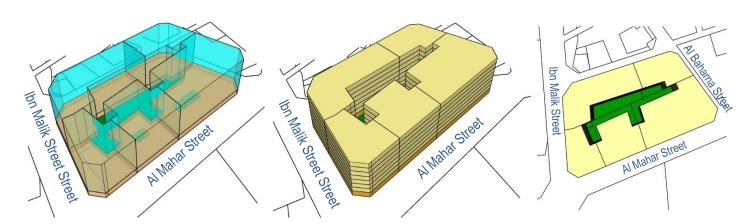
Uses mix: ☑ Required; ✓ Allowed; ➤ Not allowed

\* Allow to be substituted with Hospitality Use Type

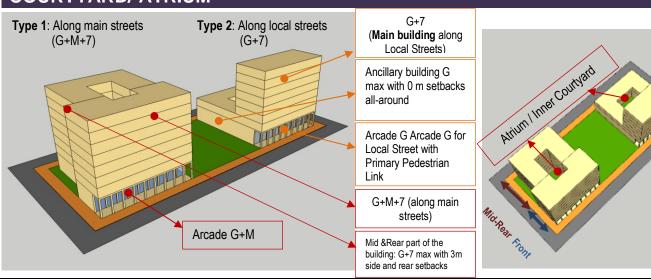
SPECIFIC USE REGULATIONS				
Permitted uses	See Permitted Uses Table (page 4)			
Recommended Uses	<b>Type of commercial in MUC:</b> Establishments and offices with goods or services that cater city-wide (ie. main offices) and complementary to the cultural facilities in the Downtown area			
Not permitted uses	All other uses not listed in the General Permitted Uses Table (e.g. garage/car repair/heavy industry etc)			
Active Frontage Uses	Percentage: For marked-sides as Active Frontages, min. 60% frontage required as Active Uses			
	Retail, Shops, Food and Beverage (F&B), Offices, Services, Hotels, Government Offices, Clinics, Community Centres, Libraries, etc			

#### **BLOCK MASSING PLAN** LEGEND: Policy plan plot Al Mijdaf Mixed Use Commercial Setback for main building ---- Setback for main building upper floors Active frontage Ibn Malik Main vehicular entrance Pedestrian connection Existing building Al Mahar Main Building Podium Note: If there is discrepancy, use Policy Plan plot (not cadastral plot)

#### **BUILDING ENVELOPE & MASSING ILLUSTRATION**



## BUILDING TYPOLOGY: SEMI DETACHED MID RISE BUILDING WITH COURTYARD/ ATRIUM



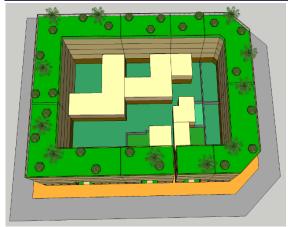
#### **BLOCK FORM REGULATIONS**

Uses (as per Zoning Plan)	MUC: Mixed Use Commercial		
Height (max)	G+7	31.2 m (max)	
FAR (max)	6.10	(+ 5 % for	
Building Coverage (max)	85%	corner lots)	
MAIN BUILDINGS			
Typology	Semi Detached-Mid Rise with Courtyard/ Atrium		
Building Placement	Setbacks as per block plan	•	
	<ul> <li>Al Mahar &amp; Ibnu Malik Street:</li> <li>Front-part: 0 m front; and side setback, up to 2/3 plot depth (max.15 m) &amp; 3 m for the remaining 1/3 plot depth; 3m rear</li> <li>Mid &amp; Rear Part (if higher than G – 1 storey): 3 m sides; 3 m rear</li> <li>Mid &amp; Rear Part (if G – 1 storey): 0 m sides; 3 m rear</li> </ul>		
	Al Baharna Street:  Front-part: 0 m front and Mid & Rear Part (only al storey): 0 m sides; 0 m r	low for G − 1	
Build to Line (a set building line on a plot, measured parallel from the front and/or corner side plot line, where the structure must be located. The building facade must be located on the build-to line)	100% of 0m front setback (mandatory)		
Building Depth (max)	10 m (single-aspect building) 15 m (double-aspect building) 30 m (building with atrium) 30 m (building with integrated parking, for plot depth minimum 45 m)		
Commercial Depth (max)	15 m		
Building Size	Fine grain;  30 m maximum building or  Create 'a height break ir insert 1-2 storey podium every interval of 30 m, if stretched too long	mpression' (e.g. in between)	
Primary Active Frontage	As indicated in the plan		
Frontage Profile	Al Baharna Street: Arcade/ Colonnade:  • 2.5 m minimum width  • G maximum height  • Located as per drawing		
	Ibn Malik & other local str	eets:	

	Small Fore-court to indicate entrance			
Basement; Half-	• Allowed			
Basement (undercroft)	<ul><li>0 m setbacks</li><li>0.5 m maximum height from street level</li></ul>			
	(undercroft)			
ANCILLARY BUILDINGS				
Height (max)	G			
Setbacks	Type 1: 3 m side; 3 m rear Type 2: 0 m side; 3 m rear			
Building Depth (max)	7.5 m			
SITE PLANNING				
Plot Size for Subdivision	Minimum 400 sqm			
Small Plot	<ul> <li>Minimum plot size of 400 sqm will allow to reach G+7, with provision of 1 undercroft and 1 basement for car parking.</li> <li>For plot sizes &lt; 400 m2:         <p>Allowed to be developed up to the maximum parameters set in the plan, subject to possibility of providing required parking on site     </p></li> </ul>			
Open Space (min)	5%			
ACCESSIBILITY AND CO	DNNECTIVITY			
Pedestrian Entry Point	As indicated in the plan			
Vehicle Access Point	As indicated in the plan			
Recommended Public Access on Private Plot	n/a			
PARKING				
Location	Courtyard, rear ground floor, undercroft, basement, integrated with building			
Required Number of Spaces	As per general MSDP Car Parking Regulations			
Parking Waiver	30 % reduction in parking requirement: (block is located within 400m radius from metro entry point)			

- All new development should follow the regulations.
- For existing buildings: the setbacks and heights are indicative, for retrofitting /alteration/ modification changes should not exceed the existing massing.
- For existing buildings which are still new and/or in good condition, it is recommended only to add the required frontpart of the building (eg. light structure podium) as per indicated set back and build-to-line (which is zero setback) in the plan

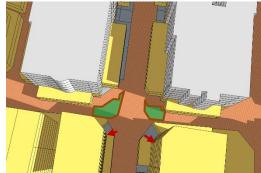
#### LANDSCAPE & ACTIVATE CHAMFER-SIDE AT THE INTERSECTION





Provision of 'green' on the landscaped forecourt (local streets) and court-yard (ie.central/sides/rear court-yard)

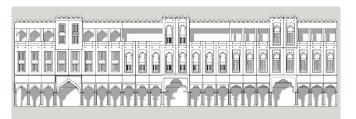
Provision of green terrace roof garden (min. 50% of the area)



Activate chamfer-sides by provision of openings (windows, doors), entrance for people or landscaped gardens

#### RECOMMENDED ARCHITECTURAL STYLES

#### Qatari Vernacular \*

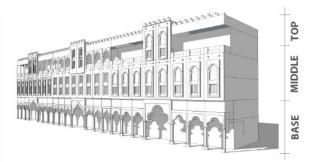


Qatari Vernacular High Ornamentation



**Qatari Vernacular Low Ornamentation** 

**Qatari Vernacular Medium Ornamentation** 



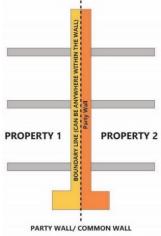
#### **WINDOW-TO-WALL RATIOS**



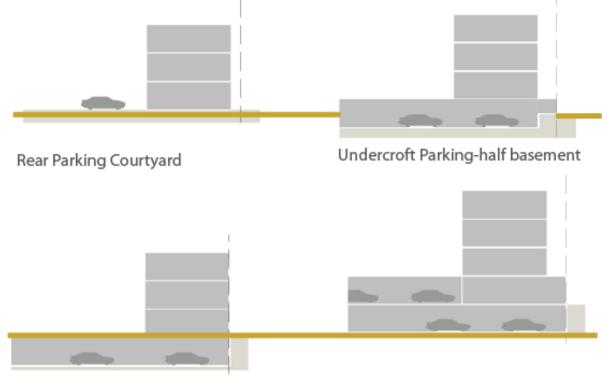
#### STANDARDS

ARCHITECTURAL STANDARD				
Architectural Theme/ Style	General: Qatari Vernacular     Recommended Early Modern     (Doha Art Deco) Style for     buildings along Al Corniche, Jabr     Bin Mohammed & A Ring Road     Street as most of the existing     buildings have adopted this style  (* Refer the details to the Townscape)			
Exterior expression	Architectural Guidelines for Main     Streets in Qatar)      Clear building expression of a base,			
Exterior expression	a middle and a top			
	The Base Part (Ground Floor):     should clearly be expressed (eg. with architrave or corniche ornament)			
	The Middle Part: Should adopt local rooted architectural language for its elements such as openings, shutters, balconies, bays etc. Should reveal the external expression of each storey			
	The Top Part should be marked by parapet or entablature			
Minimum Building separation	6 m between two buildings with facing non-habitable rooms     8 m between two buildings with a facing non-habitable room and a facing habitable room     12 m between two buildings with facing habitable rooms			
Party-Wall / Common Wall	The attached building's parts should have its own wall and foundation and comply to the standard of construction and fire-safety			
Floor height (maximum)	Slab to slab height (mid-point):     Ground floor: 5 m     Ground floor with mezzanine: 6.5 m     Typical floors (residential and other): 3.50 m     Ground floor ancillary building: 3.50m			
Building Orientation	<ul> <li>All the fasade's elements (windows, doors, balcony, bay window, etc) should respect the streets based on their hierarchy.</li> <li>Primary fasade should orientate to the highway /expressway/ collector/ arterial streets.</li> </ul>			
Active frontage features	Entrances, <i>madkhal</i> , lobbies, window openings, arcades, porches etc			

Active chamfer at the ntersection	The chamfer side should be activated by providing main access for people and designing active frontage/fasade or small landscaped area with public facilities such as benches, public art, small lawn area, etc			
Building Material	<ul> <li>Avoid excessive use of glass-wall</li> <li>Use the low environmental impact materials, that conform to ISO 14025, 14040, 14044, and EN 15804 or ISO 21930</li> </ul>			
Window-to-Wall Ratios	Refer to the diagrams			
LANDSCAPE STANDARD				
Forecourt	For buildings along the secondary streets, the forecourts should have small green space for landscape			
Barrier/fences	Street side: not allowed Sides and rear: transparent where possible; maximum height 2.5 m			
Green Roof	50% area of the podium and the roof-top should be landscaped with dominant soft-scape (trees, plants, urban farming etc)			
ACCESSIBILITY STANDAR	RD			
Pedestrian access	<ul> <li>Main building entrances should be oriented to the side indicated on the plan.</li> <li>Pedestrian Access on the plan indicates the side for main pedestrian access, not the approximate location</li> </ul>			
Vehicle egress and in- gress	<ul> <li>Main Vehicular Access on the plan indicates the side and approximate location of the access, subject to site planning and transportation constraints.</li> </ul>			
GE CONTRACTOR OF THE CONTRACTO				
Style	Signage should be an integral part of the building fasade without background.			



# PARKING FORM & LOCATION OPTION



#### INCENTIVE

#### **Incentive Scheme**

Provision of **Privately Owned Public Space – POPS** such *sikka*, pedestrian walkway, public plaza, pocket garden, and Community Facility: Additional floor area of 5 m2 for every 1m2 provision, up to maximum 10% of total GFA

Integrated Podium Parking

**Underground Parking** 

Provision of **Shared Public Parking**:
Additional floor area of 50 m2 for provision of each one (1) shared-car parking space, up to maximum 10% of total GFA

#### PERMITTED USES TABLE

	Type and category	COM	MUC	MUR	RES	Code	Land Use
1	RESIDENTIAL						
1.1	Residential	×	✓	✓	✓	201	Residential Flats / Apartments
2	COMMERCIAL						
1.2	Convenience	✓	✓	✓	✓	301	Food, Beverage & Groceries Shop
1.3	Comparison/Speciality	✓	✓	✓	×		General Merchandise Store
1.4		$\checkmark$	$\checkmark$	$\checkmark$	×	303	Pharmacy
1.5		$\checkmark$	$\checkmark$	$\checkmark$	×	306	Electrical / Electronics / Computer Shop
1.6		✓	✓	✓	×		Apparel and Accessories Shop
1.7	Food and Beverage	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$		Restaurant
1.8		✓	✓	✓	✓		Bakery
1.9		<b>√</b>	<b>√</b>	✓	✓		Café
1.10	Shopping Malls	✓	✓	×	×		Shopping Mall
1.11	Services/Offices	<b>√</b>	<b>√</b>	<b>√</b>	×		Personal Services
1.12		<b>√</b>	<b>√</b>	<b>√</b>	*		Financial Services and Real Estate
1.13	Defect etellers	✓ ✓	<b>√</b>	<b>√</b>	*		Professional Services
1.14	Petrol stations	<b>v</b>	×	×	×	307	Petrol Station
3	HOSPITALITY					600	
3.1	Hospitality accommodation	<b>√</b>	✓	✓	×		Serviced Apartments
3.2		<b>√</b>	✓	✓	×	2202	Hotel / Resort
4	COMMUNITY FACILITIES						
4.1	Educational	×	✓.	✓	$\checkmark$		Private Kindergarten / Nurseries / Child Care Centers
4.2		$\checkmark$	✓	✓.	×		Technical Training / Vocational / Language School / Centers
4.3		×	✓	✓	×		Boys Qur'anic School / Madrasa / Markaz
4.4		*	<b>√</b>	<u>√</u>	×		Girls Qur'anic School
4.5	Health	<b>√</b>	<b>√</b>	<b>✓</b>	*		Primary Health Center
4.6		<b>√</b>	<b>∨</b>	v *	×		Private Medical Clinic
4.7 4.8		<b>∨</b>	<b>∨</b>	<b>~</b>	<b>~</b>		Private Hospital/Polyclinic Ambulance Station
4.9		<b>↓</b>	<b>✓</b>	×	×		Medical Laboratory / Diagnostic Center
4.10	Governmental	×	<u>·</u>	<u> </u>	<u> </u>		Ministry / Government Agency / Authority
4.11	Covernmental	×	<b>√</b>	×	×		Municipality
4.12		✓	<b>✓</b>	✓	×		Post Office
4.13		✓	$\checkmark$	✓	$\checkmark$		Library
4.14	Cultural	✓	✓	✓	×		Community Center / Services
4.15		$\checkmark$	✓	✓	×		Welfare / Charity Facility
4.16		$\checkmark$	$\checkmark$	×	×		Convention / Exhibition Center
4.17		✓	✓	✓	✓	1304	Art / Cultural Centers
4.18	Religious	✓	✓	✓	×	1406	Islamic / Dawa Center
5	SPORTS AND ENTERTAINM	IENT					
5.1	Open Space & Recreation	✓	✓	✓	✓		Park - Pocket Park
5.2	•	$\checkmark$	$\checkmark$	×	×	1504	Theatre / Cinema
5.3		$\checkmark$	$\checkmark$	$\checkmark$	✓		Civic Space - Public Plaza and Public Open Space
5.4		✓	✓	✓	✓		Green ways / Corridirs
5.5	Sports	×	$\checkmark$	$\checkmark$	×		Tennis / Squash Complex
5.6		×	✓	✓	✓	1609	Basketball / Handball / Volleyball Courts
5.7		×	✓	✓	<b>√</b>	,	Small Football Fields
5.8		×	<b>√</b>	<b>√</b>	<b>√</b>		Jogging / Cycling Track
5.9		<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>		Youth Centre
5.10		<b>x</b> ✓	<b>√</b>	<b>√</b>	<b>x</b> ✓	1612	Sports Hall / Complex (Indoor)
5.11 5.12		<b>√</b>	<b>∨</b>	<b>∨</b> ✓	<b>∨</b>	1612	Private Fitness Sports (Indoor) Swimming Pool
	OTHER	<u> </u>	•	•	•	1013	owininity root
6	OTHER			<b>A</b>	4-	0407	Instruction / December Office
6.1 6.2	Special Use	<b>√</b>	<b>√</b>	×	×		Immigration / Passport Office
6.2	Tourism	<u>v</u>	<u>√</u>	×	×		Customs Office Museum
0.5	i ourioni	Ψ	<b>Y</b>			2203	INIOSCUITI