

Property Zoning	Highway, Paved Road, Front Yard Setback. Includes all sides adjacent to a highway.	Gravel Road, Front Yard Setback. Includes all sides adjacent to a road. Setbacks apply to undeveloped roads as well.	Internal Subdivision Service Road – Front Yard Setback	Rear Yard Setback	Side Yard Setback	Single Detached Housing Minimum ft <sup>2</sup>
<b>Agricultural OR Agricultural Business</b>	<b>41.1 m</b> (135 ft.) From property line	<b>30.5 m</b> (100 ft.)	N/A	<b>7.6 m</b> (25 ft.)	<b>7.6 m</b> (25 ft.)	800 ft <sup>2</sup>
<b>Country Residential</b>	<b>41.1 m</b> (135 ft.)	<b>30.5 m</b> (100 ft.)	<b>7.6 m</b> (25 ft.)	<b>7.6 m</b> (25 ft.)	<b>7.6 m</b> (25 ft.)	1000 ft <sup>2</sup>
<b>Hamlet Residential</b>	<b>7.6 m</b> (25 ft.)	<b>7.6 m</b> (25 ft.)	<b>7.6 m</b> (25 ft.)	<b>Residence</b> <b>7.6 m</b> (25 ft.) <b>Accessory Building</b> <b>1.0 m</b> (3 ft.)	<b>Residence</b> <i>Exterior</i> <b>4.6 m</b> (15 ft.) <i>Interior</i> <b>1.5 m</b> (5 ft.) <b>Accessory Building</b> <i>Exterior</i> <b>3.0 m</b> (10 ft.) <i>Interior</i> <b>1.0 m</b> (3 ft.)	800 ft <sup>2</sup>

- ✘ For setbacks from existing and proposed highways, please contact Alberta Transportation at 403-854-3086.
- ✘ **Shelterbelts** – **10.7 m** (35 ft.) from County road allowance; **30.5 m** (100 ft.) from an intersection.
- ✘ Setbacks exist for pipelines, sewage lagoons, landfills & solid board fences. Please refer to the Land Use Bylaw.
- ✘ For exceptions to any of the setbacks noted above, please contact the Planning Department for potential options.
- ✘ Each zoning district contains additional regulations pertaining to site regulations prior to construction. Please confirm your zoning district with Planning & Development staff and refer to the regulations within the Land Use Bylaw under that zoning/district.

For more information:

Web: [www.kneehillcounty.com](http://www.kneehillcounty.com) Telephone: 403.443.5541  
 Email: [office@kneehillcounty.com](mailto:office@kneehillcounty.com) Fax: 403.443.5115  
 Toll Free: 1-866-443-5541