



Land Use Bylaw Engagement: Phase One

April 28, 2026 Builder & Developer Session

Comments are provided verbatim/exactly as respondents wrote them. We have not corrected for spelling, grammar or accuracy. Comments were edited only if they included inappropriate language, were discriminatory in nature or identified specific individuals or groups.

Numbers in brackets indicate the number of dots placed beside a comment, indicating agreement.

Density

- High density in certain areas, e.g. near rural boundary do not make sense
- There should also be opportunities for larger (0.5 acre) lots
- The Town is not being proactive in the 40 day timeline in processing applications
- The TND is permitting different housing options – suites allow options and choice
- Increasing density is not a bad thing for the Town – but let's work on a process for how to make the process more efficient
- High River is a very challenging community to apply for development permits
- We don't have a transportation system – cars are needed
- Need to be "nodes" based on amenities, schools, road types
- Need a mix of densities for a proper social network (avoiding slums)
- The parking gets really tight as more secondary suites are added
- The concern is about "one size fits all"

Landscaping

- Tree/shrub component seems reasonable
- MR – needs to be well thought out and contextual
- Concerns about very long DP approval times
- 40% seems high considering parking requirements
- High River is a community that has a lot of space/area so the 40% seems like a lot
- Can be challenging with odd shaped sites
- Need to have a lot of consideration of the variance process – it's a convoluted process
- There should be a structure wherein developers and planners can find the flexibility (e.g. location, density requirements)
- Concerned about addition of red tape with Council making variance decisions
- Need to determine how developers can get good feedback early in the process – should be with Admin
- Context should be taken into consideration, e.g. if site is next to a park, is the 40% needed?
- MR – prioritize natural areas – to use as natural amenities

Parking & Access

- Parking requirements should have on-site parking in TND
- Does not reflect current market
- 3 m is not realistic – too tightly turning
- Most people commute to work – one residential district does not fit entire town
- TND is for more urban areas

- Lack of flexibility makes it hard to developers
- Most municipalities have parking correspond with uses
- Bike parking
 - People don't leave bikes outside
 - Storage exclusive to buildings for bikes, not outside
 - Should be by parking spots not by entrances

Building Height, Design and Placement

- Additional structural requirements for loads
- Mechanical and electrical cannot run in shafts from 1st to 3rd floor
- Build design, suggest vinyl siding no longer be permitted
- Architectural control
- Challenge with modular build forms and efficiency in build types that stack in nature.