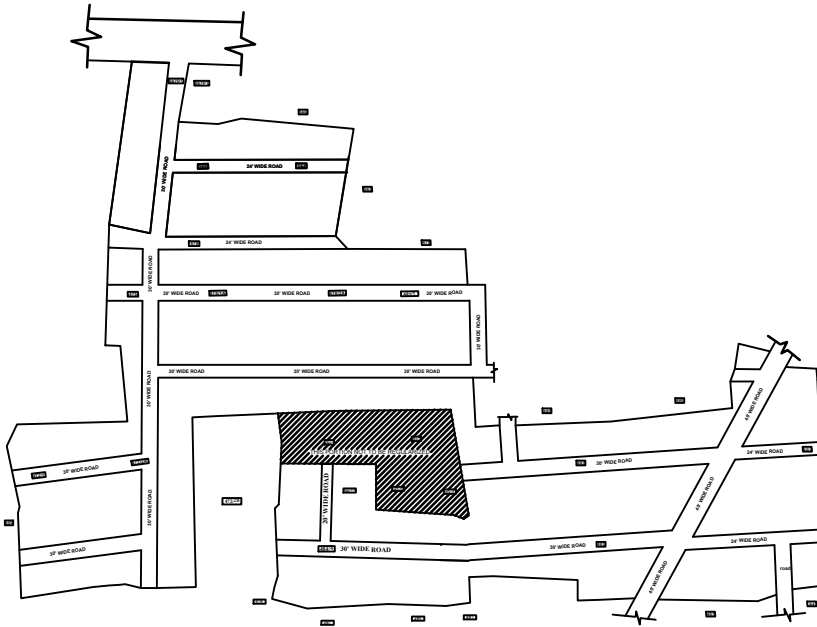


NOTE:

- 1) A SPLAY AT THE INTERSECTION OF TWO OR MORE STREETS / ROADS AND STREET ALIGNMENTS BE PROVIDED AS PER THE DEVELOPMENT REGULATIONS OF CMA.
- 2) GREATER CHENNAI CORPORATION TO ENSURE THAT ALL THE ROADS ARE VESTED WITH THEM AS PER THE GOVERNMENT ORDERS.

CONDITIONS:

- 1) As per G.O.(ms).no.78 h & ud ud4 (3) department dt. 04.05.2017 and G.O. (Ms). No. 172 H & UD(UD4 (3) dept. dated. 13.10.2017the individual plots to be regularized separately after approval of lay out framework subject to satisfaction of site dimension / extent.
- 2) Only those unapproved layouts where in a part or full number of plots have been sold through a registered sale deed as on 20th October 2016 shall be Considered for regularization under these rules.
- 3) As per G.O.(Ms).No:172 H & UD (UD4 (3) Dept dt.13.10.2017 OSR charges are exempted for the plots sold on or before 20.10.2016.
- 4) As per this Office No.15/2018 dt.12.12.2018 the In-Principle Layout Framework approved.
- 5) Plot or Layout in part or whole, which is located in Public water body like channel / canal etc.,shall not be eligible for regularization.
- 6) The Local Body shall regularise the individual plot by considering the least extent of ownership documents i.e., patta & sale deed document.
- 7) Plots/Sub-Divisions/Layouts shall be regularized under these rules only for Residential usage.



LEGEND

- ▭ LAYOUT BOUNDARY
- ▭ ROAD
- ▭ EXG. ROAD

P.P.D (Regularization NO : 893
L.O 2017) 2019

APPROVED

VIDE LETTER NO : Reg.L / 21274 / 2018
DATE : / 03 / 2019

OFFICE COPY

FOR SENIOR PLANNER
CHENNAI METROPOLITAN
DEVELOPMENT AUTHORITY

IN-PRINCIPLE APPROVAL OF LAYOUT FRAMEWORK IN S.NO:63/2, 472/1,2A, 475, 476, 477, 478/1A,1B,2A,2B, 481/1,2, 482, 483, 484/3A,3BPT,3C, 489, 564, 565, 567, 568 & 569 OF KORATTUR VILLAGE AT GREATER CHENNAI CORPORATION AS PER G.O.(Ms) No:78 H&UD UD4 (3) DEPT. DT:04.05.2017 AND G.O.(Ms) No:172 H&UD UD4 (3) DEPT. DT:13.10.2017AND OFFICE ORDER NO.15/2018 DT: 12.12.2018.

SCALE : 1" = 66' (ALL MEASUREMENTS ARE IN FEET)

