

# NYA MASTER PLAN

- 1

0.9 ha. | Retail
- 2

0.4 ha. | Retail
- 3

0.9 ha. | Retail
- 4

1.1 ha. | Retail
- 5

3.6 ha. | Mixed use
- 6

14.5 ha. | Mixed Use
- 7

5.6 ha. | Hospital
- 8

11.6 ha. | Entertainment PAL
- 9

14.6 ha. | Mixed use
- 10

17.5 ha. | Educational campus
- 11

2.4 ha. | Sport + wellness
- 12

72.2 ha. | Core
- 13

2.7 ha. | Recreation
- 14

12.7 ha. | Mixed use
- 15

6.9 ha. | Residential
- 16

6.9 ha. | Residential
- 17

2 ha. | Nursery BOH
- 18

22.1 ha. | Residential
- 19

8.6 ha. | Residential
- 20

4.7 ha. | Residential
- 21

5.8 ha. | Residential
- 22

6 ha. | Hotel
- 23

8.9 ha. | Residential
- 24

10 ha. | Residential
- 25

18.5 ha. | Horse Ranch
- 26

4.7 ha. | Residential
- 27

50.5 ha. | Residential
- 28

8.4 ha. | Residential
- 29

20.5 ha. | Residential
- 30

8.1 ha. | Hotel
- 31

10.6 ha. | Quarry
- 32

7.0 ha. | Hotel
- 33

30.5 ha. | Residential
- 34

4.9 ha. | Residential
- 35

41.4 ha. | Free trade zone A
- 36

37.1 ha. | Free trade zone B
- 37

103 ha. | Free trade zone C
- 38

46.8 ha. | Free trade zone D

- Retail
- Health
- Mixed use
- Recreation
- Green areas
- Sport
- Education
- Hospitality
- Residential
- Quarry
- Free trade zone
- Services/other

MASTER PLAN SUBJECT TO CHANGE

TOTAL LAND AREA 901 ha.



GRAPHIC SCALE



# NYA MASTER PLAN | CORE

- 1 0.9 ha. | Retail
- 2 0.4 ha. | Retail
- 3 0.9 ha. | Retail
- 4 1.1 ha. | Retail
- 5 3.6 ha. | Mixed Use
- 6 14.7 ha. | Mixed Use
- 7 5.6 ha. | Hospital
- 8 11.6 ha. | Entertainment PAL
- 9 14.6 ha. | Mixed Use
- 10 17.5 ha. | Educatinal campus
- 11 2.4 ha. | Sport + wellness

- 12A 4.5 ha. | Village + hotel
- 12B 6.7 ha. | Condo 1
- 12C 6.5 ha. | Condo 2
- 12D 8.2 ha. | Condo 3
- 12E 6.5 ha. | Condo 4
- 12F 3.5 ha. | Amenities
- 12G 6.5 ha. | Condo 5
- 12H 6.6 ha. | Condo 6
- 12I 4.2 ha. | Condo 7
- 12J 3.5 ha. | Crystal Lagoon 1
- 12K 3.5 ha. | Crystal Lagoon 2
- 13 2.7 ha. | Recreation

- Retail
- Health
- Mixed use
- Recreation
- Green areas
- Sport
- Education
- Hospitality
- Residential

MASTER PLAN SUBJECT TO CHANGE



GRAPHIC SCALE

