

Escape to a World of Water & Lush Greens





Layout Plan

	PERMISSIBLE AREA PROPOSED AREA IN		PROPOSED AREA IN	Company of the state of the sta
	IN ACRES	PERMISSIBLE %AGE	ACRES	PROPOSED %AGE
AREA OF SCHEME	9.2060			
OPEN/GREEN SPACE/ PARK	0.690	7.5	0.701	7.61
10 % AREA TO BE TRANSFERRED FREE OF COST TO THE GOVERNMENT FOR COMMUNITY FACILITIES	0.92060	10	0.921	10.00
COMMERCIAL AREA	0.368	4	0.215	2.34
AREA UNDER PLOTS	5.616	61	4.825	52.41
TOTAL PERMISIBLE SALEABLE AREA	5.984	65	5.040	54.75
MIN MAX. PERMISSIBLE DENSITY	240 - 400 PPA		241	
NUMBER OF PLOTS	164 NOS			

LAYOUT PLAN FOR PROPOSED (DDJAY-2016) PLOTTED COLONY AREA MEASURING 9.206 ACRES VILLAGE SALAHEREDI, IN SECTOR -36, DISTRICT AMBALA DEVELOPED BY ASIAN TOWNS VILLE FARMS PRIVATE LIMITED

Ŋ	SCALE 1:500	DWG NO.		
-0-	DATE	DH/23/002		
NORTH POINT	09.01.2024		ARCHITECT'S SIGN	OWNER'S SIGN

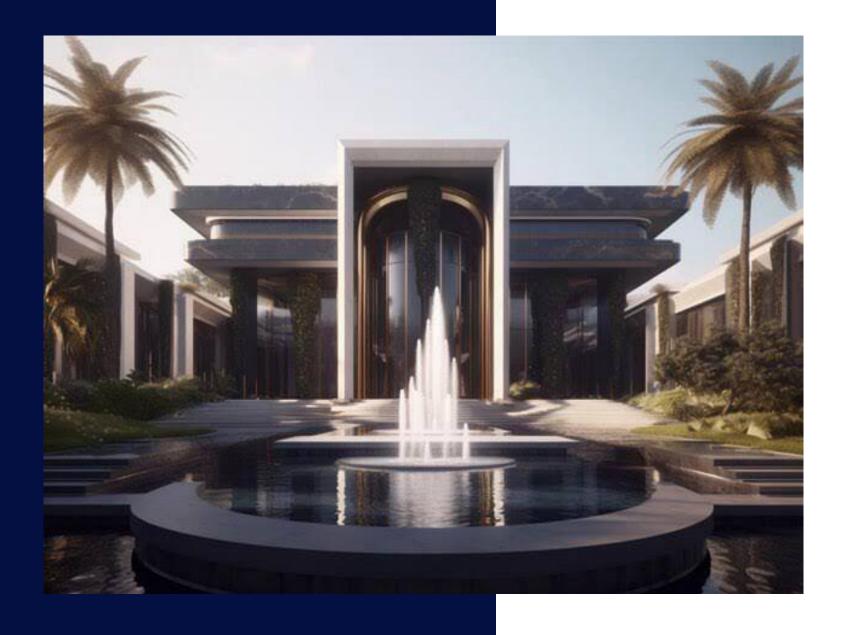




Where Nature's Symphony Meets Modern Living



impressive entrance



where every day is an oasis of joy

Water Fountains step into a world of fountains & foilage

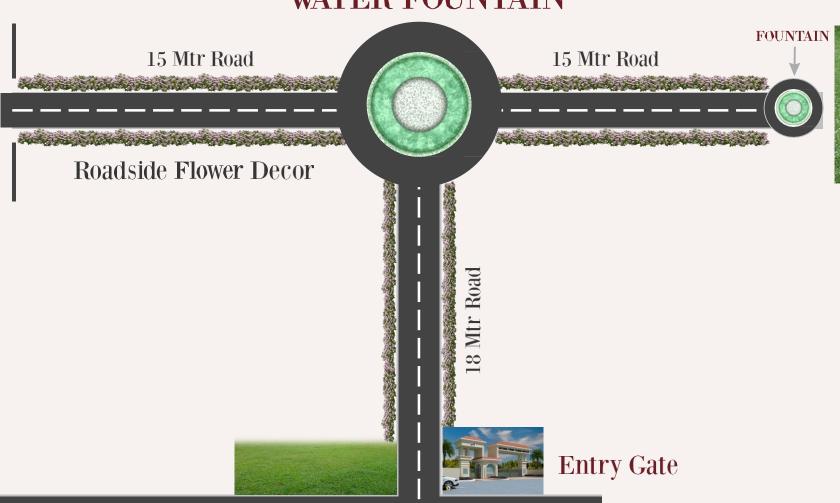




building a life connected to nature

WATER FOUNTAIN







GREEN

AREA

Ν



immerse in unending leisure, every day!





where you are welcomed by the nature

Lush Green Gardens & Landscapes

where peaceful living is the key element

Budha Statue



where you move around flowers

Flower & Trees around Roads



where staying healthy & fit is equally important



Skating Rink



Basketball Court

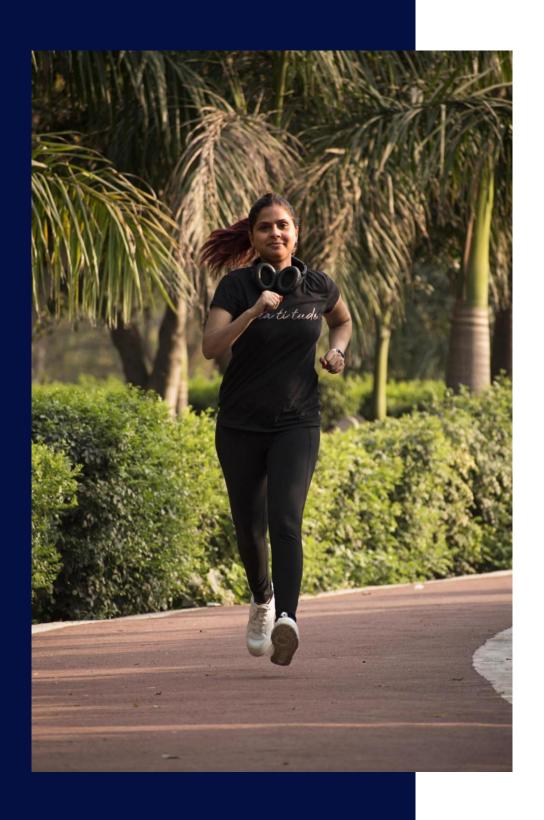


Cricket Net Practice Area



Badminton Court





Jogging Track





Sitting Gazibos

where everyday flows around the nature

Club Entrance Fountain



Reimagine Urban Living

with

Luxurious CLUB HOUSE



More than just residences

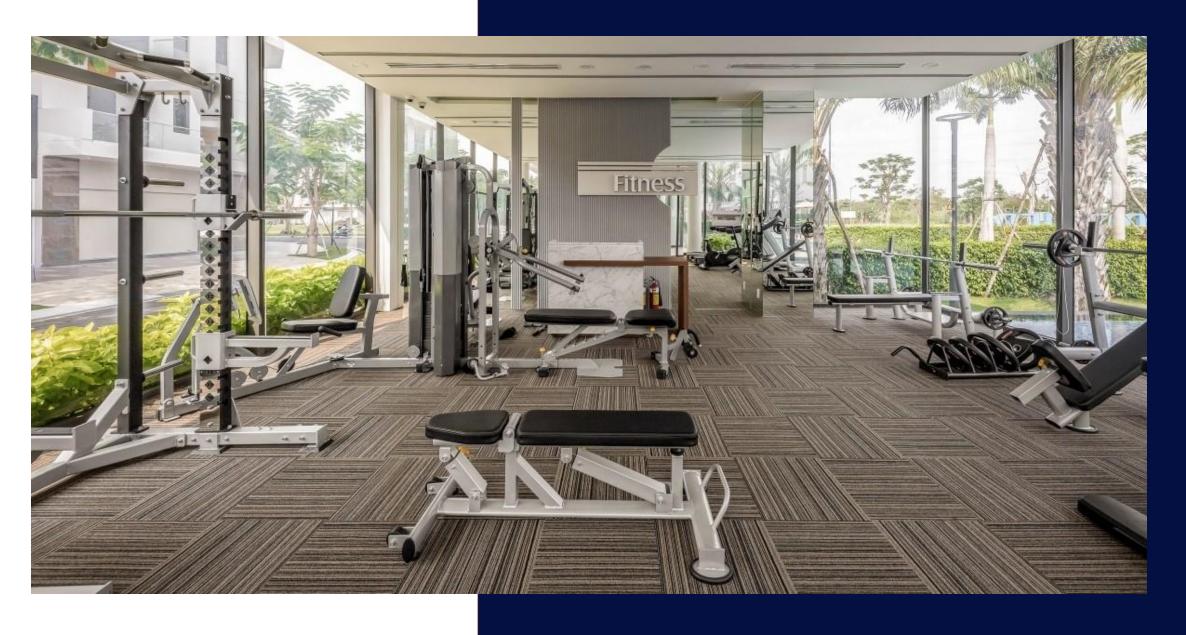
unveiling the amenities crafted into your lifestyle

Club Amenities

- . Swimming Pool
- . Gymnasium
- . Banquet Hall
- . Guest Rooms
- . Water Slides for Kids



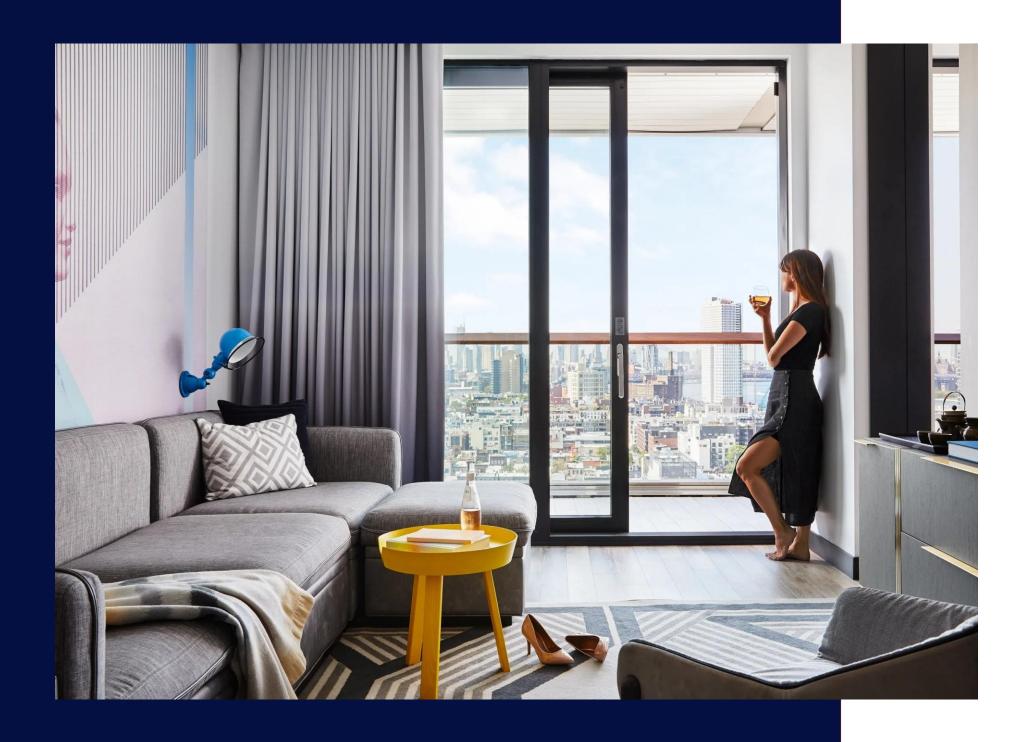
Swimming Pool



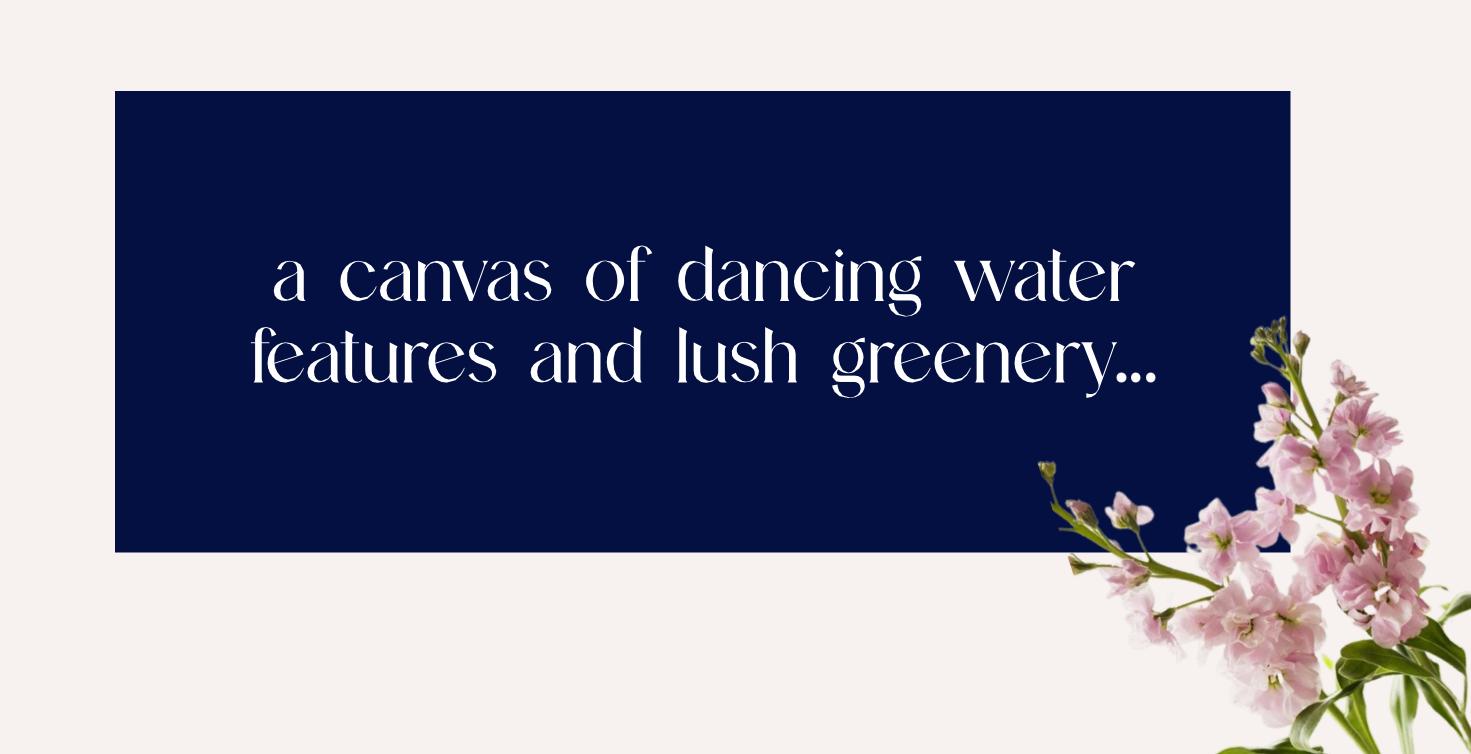
Gymnasium



Banquet Hall



Guest Rooms



UNVEILING THE LUXURIOUS LIFESTYLE





Thank you for your time!