



REQUEST FOR DECISION

Electoral Area D OCP Development Permit Area Updates OCP Amendment Bylaw No. 1433-2016

Meeting dates: April 13/27, 2016

To: SLRD Electoral Area Directors Committee/Board

RECOMMENDATIONS:

1. THAT Bylaw No. 1433-2016, cited as "Electoral Area D Official Community Plan Bylaw No. 1135-2013, Amendment Bylaw No. 1433-2016" be read a first time; and
2. THAT Electoral Area D Official Community Plan Bylaw No. 1135-2013, Amendment Bylaw No. 1433-2016 be referred to the appropriate First Nations, the District of Squamish, the Resort Municipality of Whistler, and provincial agencies including the Vancouver Coastal Health Authority, the Agricultural Land Commission, and the Ministries of Forests, Lands, and Natural Resource Operations, Agriculture, and Transportation & Infrastructure, for comment.

KEY ISSUES/CONCEPTS:

Electoral Area D currently has 11 different Development Permit Areas (DPAs) that cover some or all of the electoral area. Some of those DPAs are in need of updating, such as the riparian protection DPA, and others could be combined together to reduce the number of potentially overlapping permits. Clarification is also needed in a number of the DPAs regarding when and how they are triggered, if one type of DP exempts an applicant from getting another type of DP, and how the new Soil Deposit and Removal Bylaw permits will relate to the permitting process. The proposed amendment bylaw is a housekeeping endeavour to update DPAs and reduce the number of overlapping DPAs as necessary that should reduce confusion and red tape for the public and staff. The three Porteau Cove specific DPAs are being updated in a minor fashion to address delegated authority and application issues.

RELEVANT POLICIES:

Electoral Area D Official Community Plan Bylaw No. 1135-2013

BACKGROUND:

The proposed Electoral Area D OCP Amendment Bylaw No. 1433-2016 will fix a number of identified issues in the existing DPAs where updates and additions are needed to address issuance, application, and delegation of permits.

Some DPAs will be integrated into one larger DPA to reduce overlapping and redundant requirements as well as more effectively address intensive residential, commercial, and industrial projects.

REGIONAL IMPACTS ANALYSIS:

The proposed bylaw affects Electoral Area D only.

ANALYSIS:

The proposed DPA amendments range from minor to major as outlined below. Overall, this will streamline the development permit process in Area D for the public and Staff. Several of the updates are necessary as a result of the newly adopted Soil Deposit and Removal Bylaw No. 1422-2015 as well.

Riparian Protection DPA

This DPA is being updated to address clarity and consistency issues as well as establishing requirements for DP applications where development has already occurred in violation of the DPA and RAR. There is a need to outline assessment requirements for restoration and remediation issues that are separate from the pre-development riparian assessment. Such changes to the Area D Riparian Protection DPA can be replicated in the other electoral areas in the future to ensure consistency in the application of the regulations.

Wildfire Protection DPA

No changes are proposed.

Intensive Development DPA

The Intensive Development DPA is a new DPA that is a combination of several of the existing DPAs that apply to different portions of Area D. The existing DPAs include the Conservation, Garibaldi Sensitive Ecosystems, Protection of Farming, Britannia Beach Intensive Residential, Callaghan Valley, and Sea to Sky Gondola Commercial.

It is a larger combined DPA that covers: protection of the natural environment, its ecosystems and biological diversity; protection of development from hazardous conditions; protection of farming; establishment of objectives for the form and character of intensive residential development; establishment of objectives for the form and character of commercial, industrial, or multi-family residential development, establishment of objectives to promote energy conservation; establishment of objectives to promote water conservation, and establishment of objectives to promote the reduction of greenhouse gas emissions.

The intent is to reduce the overlapping DPs that would be required for many properties currently and streamline the requirements and clarify for different types of development activities. It also provides for delegated authority under certain conditions that will allow smaller applications to be

approved by the Director of Planning and Development rather than having to go to the Board, thus reducing processing time.

In the proposed provisions the Director of Planning and Development would be able to approve projects that are 500 m² (5,382 sq.ft) or less in gross floor area, within 30 m of the ALR, or dealing with land alteration activities only. Applications involving greater than 500 m² in gross floor area of buildings would require approval of the Board. There was a May 2015 Board resolution regarding delegated authority for Sea to Sky Gondola Commercial form and character development permits (up to 93 m² in gross floor area). As the new Intensive DPA was formulated it was decided that the Director should have an increased GFA since it no longer applies to just the Sea to Sky Gondola, but to all of Electoral Area D. This increased limit of 500 m² of GFA would allow the Director of Planning & Development to review relatively small projects involving buildings and structures. This provides the opportunity for the SLRD to streamline the DP process as the guidelines are combined and applied to commercial and industrial development in the whole of Area D.

Apart from this new provision, there are no new guidelines that are being proposed – the existing guidelines from the different current DPAs have simply been combined into one new permit area and reorganized for clarity.

Medical Marihuana Production Facility DPA

No changes are proposed.

Porteau Cove DPAs

Minor changes have been proposed to address issues of when certain DPs are required and issuance of permits by delegated authority under certain conditions. This will allow the Director of Planning and Development to issue some permits rather than every permit from each of the three different Porteau Cove DPAs having to go to the Board for approval. For example, the form and character DPA for Porteau Cove will have the same delegated authority provisions as the Intensive DPA. The environmental protection and natural hazard DPAs for Porteau will have full delegated authority similar to the Area D riparian protection and wildfire protection DPAs.

OPTIONS:

The draft Electoral Area D OCP Amendment Bylaw No. 1433-2016 is being presented for consideration of first reading. Once first reading has been given, the bylaw will be referred to various First Nations, local governments, and provincial government agencies for comment.

OPTION 1 – Give the bylaw first reading and initiate the referral process. (PREFERRED OPTION)
Give Bylaw No. 1433-2016 first reading and refer it to Local Governments, First Nations, and Provincial Agencies.

OPTION 2 – Do not give the bylaw first reading and do not initiate the referral process.

Do not give Bylaw No. 1433-2016 first reading nor refer it to Local Governments, First Nations, and Provincial Agencies.

OPTION 3 – Request staff to make further changes and bring back a revised bylaw.

Do not give the bylaw first reading and propose changes to Bylaw No. 1433-2016 while requesting that staff bring back the bylaw to a subsequent meeting for consideration.

ATTACHMENTS:

Appendix 1: Squamish-Lillooet Regional District Electoral Area D OCP Amendment Bylaw No. 1433-2016 (as proposed)

Prepared by: I. Holl, Planner

Reviewed by: K. Needham, Director of Planning and Development

Approved by: L. Flynn, Chief Administrative Officer

**SQUAMISH-LILLOOET REGIONAL DISTRICT
BYLAW NO. 1433-2016**

A bylaw of the Squamish-Lillooet Regional District to amend the Electoral Area D Official Community Plan Bylaw No. 1135-2013

WHEREAS the Board of the Squamish-Lillooet Regional District wishes to amend the Electoral Area D Official Community Plan;

NOW THEREFORE, the Regional Board of the Squamish-Lillooet Regional District, in open meeting assembled, enacts as follows:

1. This bylaw may be cited for all purposes as "Electoral Area D Official Community Plan Bylaw No. 1135-2013, Amendment Bylaw No. 1433-2016".
2. The Squamish-Lillooet Regional District Electoral Area D Official Community Plan Bylaw No. 1135-2013 is amended as follows:
 - (a) By deleting the existing Section 7 Development Permit Areas in its entirety and replacing it with a new Section 7 Development Permit Areas as presented in Schedule 1 to this bylaw, which is attached to and forms part of this bylaw.
 - (b) Map 6 of Schedule B is amended by removing the layers and references to the following DPAs:
 - i. Sea to Sky Gondola Commercial DPA
 - ii. Garibaldi Sensitive Ecosystems DPA
 - iii. Callaghan Valley DPA
 - iv. Protection of Farming DPA
 - (c) Map 6 of Schedule B is amended by replacing the existing layer and reference to the Conservation DPA with a reference to the new Intensive Development Permit Area. The extent of the Intensive Development Permit Area is the same as the Conservation DPA (Electoral Area D).
3. Schedule C of Electoral Area D Official Community Plan Bylaw No. 1135-2013 is hereby amended by deleting the existing section 8.1 Britannia Beach Intensive Residential, Multi-family, and Commercial Development Permit Area, renumbering the subsequent sections accordingly, updating the table of contents as necessary, and deleting that DPA from Schedule C Map 6 Development Permit Areas.
4. Schedule C of Electoral Area D Official Community Plan Bylaw No. 1135-2013 is hereby amended by inserting new 'Issuance' and 'Application' sections between the existing 'Justification' and 'Guidelines' sections in Section 8.2 Porteau Cove Intensive Residential, Multi-family Residential and Commercial Development Permit Area, as follows:

Issuance

The **Board** delegates the authority to issue Intensive Development Permits to the Director of Planning and Development for the following instances:

- Applications involving buildings and structures with a maximum Gross Floor Area (GFA) of 500 m².
- Applications involving land alteration with no buildings or structures being constructed.

Applications involving buildings and structures with a Gross Floor Area (GFA) of greater than 500 m² require approval of the **Board**.

Application

A Porteau Cove Intensive Residential, Multi-family Residential and Commercial DP is required prior to the commencement of any of the following:

- Removal, alteration, disruption or destruction of vegetation
- Disturbance of soils
- Construction or erection of buildings and structures
- Additions to existing buildings and structures that requires a building permit
- Creation of non-structural impervious or semi-pervious surfaces
- Flood protection works
- Construction of roads, trails, docks, wharves and bridges
- Provision and maintenance of sewer and water services
- Development of drainage systems
- Development of utility corridors

5. Schedule C of Electoral Area D Official Community Plan Bylaw No. 1135-2013 is hereby amended by inserting new 'Issuance' and 'Application' sections between the existing 'Justification' and 'Exemptions' sections in Section 8.3 Porteau Cove Environmental Protection Development Permit Area, as follows:

Issuance

The **Board** delegates the authority to issue Porteau Cove Environmental Protection Development Permits to the Director of Planning and Development.

Application

A Porteau Cove Environmental Protection DP is required prior to the commencement of any of the following:

- Removal, alteration, disruption or destruction of vegetation
- Disturbance of soils
- Construction or erection of buildings and structures
- Additions to existing buildings and structures that requires a building permit
- Creation of non-structural impervious or semi-pervious surfaces
- Flood protection works
- Construction of roads, trails, docks, wharves and bridges
- Provision and maintenance of sewer and water services
- Development of drainage systems
- Development of utility corridors

6. Schedule C of Electoral Area D Official Community Plan Bylaw No. 1135-2013 is hereby amended by inserting new 'Issuance' and 'Application' sections between the existing 'Justification' and 'Exemptions' sections in Section 8.4 Porteau Cove Natural Hazards Development Permit Area, as follows:

Issuance

The **Board** delegates the authority to issue Porteau Cove Natural Hazards Development Permits to the Director of Planning and Development.

Application

A Porteau Cove Environmental Protection DP is required prior to the commencement of any of the following:

- Removal, alteration, disruption or destruction of vegetation
- Disturbance of soils
- Construction or erection of buildings and structures
- Additions to existing buildings and structures that requires a building permit
- Creation of non-structural impervious or semi-pervious surfaces
- Flood protection works
- Construction of roads, trails, docks, wharves and bridges
- Provision and maintenance of sewer and water services
- Development of drainage systems
- Development of utility corridors

7. Schedule C of Electoral Area D Official Community Plan Bylaw No. 1135-2013 is hereby amended by deleting the first paragraph in the 'Guidelines' section of Section 8.2 Porteau Cove Intensive Residential, Multi-family, and Commercial Development Permit Area, and replacing it with a new paragraph as follows:

The following guidelines provide general guidance for building form and character. Detailed Development Permit Area guidelines are outlined in the following document, which is attached as Schedule D to this bylaw: "Porteau Cove Development Design Guidelines" (April 12, 2007) prepared by PWL Partnership Landscape Architects, Rositch Hemphill Architects, and Webster Engineering.

8. Schedule C of Electoral Area D Official Community Plan Bylaw No. 1135-2013 is hereby amended by adding a new Schedule D Porteau Cove Development Permit Design Guidelines, which is attached to and forms part of this bylaw (identified as Schedule 2 to this bylaw).
9. Schedule A of Electoral Area D Official Community Plan Bylaw No. 1135-2013 is hereby amended by inserting a reference to the new Schedule D into the Table of Contents after Schedule C in the List of Schedules as follows:

Schedule D to Bylaw 1135-2013 – Porteau Cove Development Permit Design Guidelines

10. The Squamish Lillooet Regional District Electoral Area D Official Community Plan Bylaw No. 1135-2013 is further amended as follows:

(a) By adding this bylaw to the Summary of Amendments table.

READ A FIRST TIME this 27th day of APRIL, 2016

READ A SECOND TIME this day of , 2016.

PUBLIC HEARING held on the day of , 2016.

READ A THIRD TIME this day of , 2016.

ADOPTED this day of , 2016.

Jack Crompton
Chair

Kristen Clark
Secretary

7. DEVELOPMENT PERMIT AREAS

A Development Permit Area (DPA) is an area over which there are specific development guidelines. The authority for Local Governments to establish DPAs comes from Section 488 and 489 of the *Local Government Act*. The purpose of DPAs is to help ensure that development is consistent with the goals, objectives and policies of the OCP.

On lands in DPAs, a DP must be approved by the SLRD before a building permit can be obtained. The authority to issue certain DPs has been delegated to the Director of Planning and Development. This is indicated in each DP Section. Following a review, and pursuant to Section 489 of the *Local Government Act*, conditions or restrictions may be imposed on the development. In addition, the SLRD may require security in the form of an Irrevocable Letter of Credit in the amount of 135% of estimated costs, to be held until the requirements of the permit have been fulfilled to the SLRD's satisfaction.

Where a property is subject to multiple development permit areas, the application fee of each DPA applies though separate development permit applications under this section may not be required, provided the guidelines for each DPA are addressed in a single development permit application.

Development permits may be issued for phases of development involving several individual buildings or lots where appropriate. The issuance of a development permit does not exempt a development from the requirement for a building permit or any other requirement of a bylaw, statute or regulation.

The provisions of other bylaws may be varied under a development permit as follows:

1. Setbacks from lot lines;
2. Height limits may be increased;
3. As may be described within the specific DP Area Guidelines.

Interpretation of specific guidelines is subject to detailed discussion with **Regional District** planning staff. These guidelines are applied on a site specific or case-by-case basis. It is unlikely that every development can or will be able to meet all of the guidelines included in a DPA. The overarching objective of these Development Permit Guidelines is to ensure that all new developments make a positive contribution to the communities in which they are located and to meet the overall intent and objectives of the Development Permit Guidelines. It is critically important that these guidelines also not be considered in isolation; rather they should be considered and integrated into the design process along with all other **Board** plans, policies, and regulations, as well as other best practices and design standards.

7.1 RIPARIAN PROTECTION DEVELOPMENT PERMIT AREA

Categories

Pursuant to Section 488(1)(a) of the Local Government Act, the Riparian Protection Development Permit Area is designated as a DPA for protection of the natural environment, its ecosystems, and ecological diversity.

Area

The Riparian Protection DPA applies to all land within Electoral Area D, including mapped and unmapped streams, as indicated on Map 6. This DPA consists of the following Riparian Assessment Areas within and adjacent to all streams, which by definition includes wetlands and lakes:

- For a stream, a 30 m strip on both sides of the stream, measured from the **high water mark**.
- For a ravine less than 60 m wide, a strip on both sides of the stream measured from the **high water mark** to a point that is 30 m beyond the top of the ravine bank.
- For a ravine 60 m wide or greater, a strip on both sides of the stream measured from the **high water mark** to a point that is 10 m beyond the top of the ravine bank.

Justification & Special Conditions

The purpose of the Riparian Protection DPA is to recognize the range of valuable and sensitive ecological features within Electoral Area D. It will also implement the *Riparian Areas Regulation* enacted under Section 12 of the *Riparian Areas Protection Act*, as required by the provincial government.

Implementation of this DPA will provide protection for the features, functions, and conditions that are vital in the natural maintenance of ecosystem health and productivity. Where a conflict arises between the Riparian Protection DPA and the Wildfire Protection DPA, the requirements of the Riparian Protection DP shall be given priority. In other words, unless recommended by a Qualified Environmental Professional (QEP) and authorized under a Riparian Protection DP, vegetation in the riparian assessment area may not be cleared for fire safety purposes.

Issuance

The **Board** delegates the authority to issue Riparian Protection Development Permits to the Director of Planning and Development.

Application

A Riparian Protection Development Permit is required for following development activities located within 30 m of a stream:

- Removal, alteration, disruption or destruction of vegetation
- Disturbance of soils
- Construction or erection of buildings and structures
- Additions to existing buildings and structures that encroach into the Riparian Assessment Area
- Creation of non-structural impervious or semi-pervious surfaces
- Flood protection works
- Construction of roads, trails, docks, wharves and bridges
- Provision and maintenance of sewer and water services

- Development of drainage systems
- Development of utility corridors

Exemptions

Riparian Protection Development permits are not required for the following:

1. Development activities located outside of the Riparian Assessment Area. For properties where the distance from the Riparian Assessment Area is questionable, a survey may be required.
2. Works approved by the Department of Fisheries and Oceans Canada (DFO) and/or the Ministry of Environment (MOE), and/or the Ministry of Forests, Lands, and Natural Resource Operations (MFLNRO).
3. Stream enhancement and fish and wildlife habitat restoration works that have obtained the required Provincial and Federal approvals. Any activity within the stream channel that has or may have an impact on a stream requires compliance with Provincial and Federal legislation, and notification to the SLRD.
4. Removal of invasive species on a small scale provided that such works are conducted in accordance with a vegetation management plan prepared by a qualified professional, and measures are taken to avoid sediment or debris being discharged into the watercourse or onto the foreshore and the area is replanted immediately in accordance with 'Exemptions' provision #3 above.
5. To resolve emergency situations that present an immediate danger related to flooding, erosion, or other immediate threats to life or property.
6. Removal of trees deemed hazardous by a qualified professional that threaten the immediate safety of life and buildings.
7. Renovations, repairs, or maintenance to existing buildings within the same footprint that are protected by Section 532 of the *Local Government Act*;
8. Agricultural development activities on lands used, or proposed to be used, for a farm operation as defined by the *Farm Practices Protection Act*, except where such activities are done in conjunction with, or in preparation for, non-farm uses.
9. Development activities on lands subject to the *Forest Act* or *Private Managed Forest Land Act*.
10. Subdivision of the land.

Guidelines - General

1. All development within this DPA must be consistent with the provincial *Riparian Areas Regulation*.
2. A qualified environmental professional (QEP) must be retained at the expense of the applicant for the purpose of preparing a report pursuant to Section 4(2) of the *Riparian Areas Regulation* and the RAR Assessment Methodology Guidebook.
3. The report must be submitted to the Province via the Riparian Areas Regulation Notification System (RARNS), and a copy must be provided to the SLRD.
4. A Development Permit shall not be issued without notification via RARNS, or from the Department of Fisheries and Oceans Canada and/or the Ministry of Environment, and/or the Ministry of Forests, Lands, and Natural Resource Operations that they have been notified of the proposed development and provided with an acceptable copy of the QEP assessment report, or

having received evidence of the Minister of Fisheries and Oceans Canada approval under the authority of Section 4(3) of the RAR.

5. Where the QEP report proposes a Harmful Alteration, Disruption, or Destruction (HADD) or serious harm to fish habitat pursuant to Section 35(2) of the Canada Fisheries Act, the development permit shall not be issued unless approval under the authority of Section 4(3) of the RAR is received from the DFO. The SLRD may consider providing comments to the DFO in regards to a proposed approval under the authority of Section 4(3) of the RAR.
6. The SLRD may, when considering comments to the DFO on a proposed approval under Section 4(3) of the RAR, require additional information from the QEP and other senior levels of government.
7. The applicant shall be requested to provide an explanatory plan of the Streamside Protection and Enhancement Area (SPEA).
8. The property owner shall implement all measures necessary to maintain the integrity of the SPEA as specified in the QEP report, and such measures as may be included as conditions of the development permit.
9. Where a mapped or unmapped stream in Electoral Area D is found not to be subject to the RAR, a report prepared by a QEP, generally following the RAR methodology shall be required to be submitted to the SLRD.

Guidelines - Restoration & Remediation

Where development has occurred in violation of this Development Permit Area, the following guidelines shall apply:

1. A qualified environmental professional (QEP) must be retained at the expense of the applicant for the purpose of preparing a report outlining the necessary remediation and restoration work.
2. The QEP must certify that they have carried out a remediation assessment, that they are qualified to carry out such an assessment, and that all applicable provincial regulations have been followed.
3. The report must outline how to mitigate the damage done by any clearing and site development, and how to restore the area to its previous condition.
4. Any cleared areas must be replanted with native riparian vegetation at the applicant's expense.
5. Buildings and structures constructed in violation of this DPA may be subject to removal at the applicant's expense in order to restore the integrity of the riparian area.

All development permits issued may require that:

- Areas of land, specified in the permit, must remain free of development, except in accordance with any conditions contained in the permit.
- Works be constructed to preserve, protect, restore, or enhance watercourses, or other specified natural features of the environment in accordance with the permit.
- Natural watercourses be surveyed and returned to the Crown.
- Protection measures be implemented, including that trees or other vegetation be planted or retained in order to preserve, protect, restore or enhance fish habitat or riparian areas, control drainage, or control erosion or protect banks.
- An explanatory or reference plan be prepared by a BC Land Surveyor that delineates the identified SPEA.
- Development complies with current best practices for land development in and around riparian areas.

7.2 WILDFIRE PROTECTION DEVELOPMENT PERMIT AREA

Category

Pursuant to Section 488(1)(b) of the *Local Government Act*, the Wildfire Protection Development Permit Area is designated as a DPA for protection of development from hazardous conditions.

Area

The Wildfire Protection DPA applies to all lands within Electoral Area D with a wildfire risk rating of 'moderate' or greater, as indicated in the SLRD Community Wildfire Protection Plan, and shown on the Wildfire DP Map (Map 6).

Justification

The SLRD Community Wildfire Protection Plan, as amended from time to time, indicates that within Electoral Area D, there are several areas of private and Crown lands in the vicinity of forests that are subject to moderate to high wildfire hazard. The purpose of this DPA is to ensure new developments in selected areas of Electoral Area D are designed and constructed to minimize wildfire hazard, and contribute to the fire safety of the neighbourhood. Implementation of this DPA will limit damage to property, should wildfires occur. Where a conflict arises between the Riparian Protection DPA and the wildfire protection DPA, the requirements of the Riparian Protection DPA shall be given priority. In other words, unless recommended by a QEP and authorized under a Riparian Protection DP, vegetation in the riparian assessment area may not be cleared for fire safety purposes.

Issuance

The **Board** delegates the authority to issue Wildfire Protection Development Permits to the Director of Planning and Development.

Application

A Wildfire Protection DP is required for projects that involve any of the following:

- Construction or erection of buildings and structures
- Additions to existing buildings, where a building permit is required

Exemptions

A Wildfire Protection DP is not required for:

1. Buildings having a gross floor area of less than 10 m²
2. additions to existing buildings where the total area of the additions is less than 50 m²
3. renovations within an existing building
4. development on a lot for which an Interface Wildfire Hazard Assessment was completed (FireSmart), and any conditions noted in that assessment were completed through the subdivision process
5. a temporary use being carried on under a Temporary Use Permit issued by the **Board**
6. alteration of land, disturbance of soils, including grubbing, scraping and removal of top soils
7. creation of non-structural impervious or semi-pervious surfaces
8. subdivision of land

Guidelines

1. Development permits issued in this area shall be in accordance with the applicant demonstrating how the development has implemented the following measures:
 - materials that have a high resistance to combustion, including cement board, slate, metal, plaster, stucco and other concrete products are preferred for exterior siding (excluding decorative trim, fascia and similar features);
 - materials that have a high resistance to combustion, including Class A, B or C shingles, slate, clay tile or metal should be used for roofing (excluding decorative trim, fascia and similar features);
 - within 10 m of structures and projections landscaping that features trees planted a minimum of 3 m apart, preferably deciduous and trimmed of branches to 3 m in height, low-growing non-resinous shrubs, lawn and hard surfaces are preferred; and,
 - within 30 m of structures and projections ground fuel is removed, trees are thinned to a minimum of 3 m apart, and branches are trimmed up to at least 3 m above the ground. Trees spaced more closely than 3m are acceptable where a hard surface, lawn, or other suitable fire break surrounds the cluster.
2. Applications for a development permit shall be accompanied by plans indicating the following, as necessary to show how at least two of the four required measures listed in the above section are being implemented in the proposed development:
 - Location of all existing and proposed structures, parking areas, and driveways;
 - Extent and nature of existing and proposed landscaping, including details of trees and ground cover; and,
 - Building elevations indicating the type of materials to be used on the exterior and roof of the building.
3. Additional information that may be required in order to consider issuance of a Development Permit includes landscape plans that are prepared in consultation with a Registered Professional Biologist, Forester, or Landscape Architect and that provide recommendations for ensuring minimal fuel loading within landscaped areas, ongoing protection from interface fire hazard, and the type and density of fire resistive plantings that may be incorporated within landscaped areas to help mitigate the interface fire hazard.
4. Applicants are encouraged to review and comply with the FireSmart Guidelines and the fuel management recommendations outlined in the SLRD Community Wildfire Protection Plan.
5. Applicants are encouraged to remove all debris from land clearing (clean wood and vegetation) and take it to an appropriate facility to be composted.

7.3 INTENSIVE DEVELOPMENT PERMIT AREA

Category

Pursuant to Section 488(1) (a), (b), (c), (e), (f), (h), (i), and (j) of *the Local Government Act*, the Intensive Development Permit Area is designated as a DPA for the protection of the natural environment, its ecosystems and biological diversity; protection of development from hazardous conditions; protection of farming; establishment of objectives for the form and character of intensive residential development; establishment of objectives for the form and character of commercial, industrial, or multi-family residential development, establishment of objectives to promote energy conservation; establishment of objectives to promote water conservation, and establishment of objectives to promote the reduction of greenhouse gas emissions.

Area

The Intensive DPA applies to all lands within Electoral Area D, as shown on the Development Permit Area Map (Map 6).

Justification

Electoral Area D has wide range of ecosystems, and some high quality arable land. Portions of Area D are also subject to landslide, flooding, and other hazards. There are areas of high scenic beauty as well. It is the intention of this development permit area to ensure that intensive residential, commercial, and industrial developments consider issues of sensitive ecosystems, natural hazards, architectural form and character, and are consistent with the natural beauty and character of the area. It will also regulate development activities adjacent to the Agricultural Land Reserve and active farming properties in order to reduce the conflicts between agricultural and non-agricultural uses.

Issuance

The **Board** delegates the authority to issue Intensive Development Permits to the Director of Planning and Development for the following instances:

- Applications involving buildings and structures with a maximum Gross Floor Area (GFA) of 500 m².
- Applications involving land alteration with no buildings or structures being constructed.
- Applications involving land alteration or buildings and structures within 30 m of the ALR.

Applications involving buildings and structures with a Gross Floor Area (GFA) of greater than 500 m² require approval of the **Board**.

Application

An Intensive Development DP is required prior to the commencement of any of the following:

- Removal, alteration, disruption or destruction of vegetation
- Disturbance of soils
- Construction or erection of buildings and structures
 - Development of single family dwellings within 30 m of the ALR
- Additions to existing buildings and structures that requires a building permit

- Creation of non-structural impervious or semi-pervious surfaces
- Flood protection works
- Construction of roads, trails, docks, wharves and bridges
- Provision and maintenance of sewer and water services
- Development of drainage systems
- Development of utility corridors
- Subdivision and/or any of the above activities within 30 m of the Agricultural Land Reserve (ALR)

Exemptions

An Intensive Development Permit is not required for:

- i. Development of single family dwellings that are greater than 30 m from the ALR
- ii. Buildings having a floor area of less than 10 m²
- iii. Renovations within an existing building
- iv. Reconstruction or replacement of an existing building or structure within the DPA, provided the new building or structure is not located closer to the ALR boundary
- v. Agricultural uses and buildings on properties classified as farm under the *BC Assessment Act*
- vi. The removal of invasive species including, but not limited to those identified by the Sea to Sky Invasive Species Council (or a similar society) and/or Provincial regulations.
- vii. A temporary use being carried on under a Temporary Use Permit issued by the **Board**
- viii. Soil deposit and/or removal activity that has been issued a valid soil deposit/removal permit by the SLRD.

Guidelines - General

1. Applications for a development permit shall be accompanied by plans, including but not limited to survey plans, site development plans, grading plans, building plans, storm water management plans, landscape plans, lighting plans, and a written description of the proposal, to indicate how the proposed development is meeting the following guidelines.
2. All projects are encouraged to apply design philosophies and incorporate practices and materials that significantly reduce energy and water use, greenhouse gas emissions, as well as employ renewable energy sources where possible. With respect to energy and water, conservation principles should be incorporated through building construction, siting, and landscaping.
3. It is also important to ensure adequate infiltration of rainwater within landscaped/paved areas, and consider the appropriate type and density of drought resistive plantings that should be planted to help reduce the requirements for outdoor watering.
4. In some cases additional information may be required to determine the impact of a proposed activity, including but not limited to:
 - Transportation Study
 - Archaeological Assessment or Impact Study
 - Economic Impact Analysis
 - Agricultural Impact Assessment

Guidelines - Ecosystems

1. All construction and site development should be designed and constructed to protect existing vegetation and mature tree stands. An inventory of existing vegetation on the site should be provided.
2. Clearing and site development should be avoided in visually sensitive areas, large cuts and fills should be avoided, and any cleared areas on steep slopes or visible from roadways should be replanted with native vegetation.
3. Parking areas and buildings should be designed to minimize run-off, and wherever possible, permeable materials such as gravel shall be used to reduce drainage impacts on adjacent lands and streams.
4. An inventory of wildlife and wildlife values such as habitat trees may be required.
5. Old growth forest should be retained.
6. Habitable structures should be sited in such a way that existing trees do not create a hazard.
7. Any trees containing raptor nests should be retained, and a 50 m buffer created around them within which vegetation is not disturbed and no development occurs.
8. Works should be timed to avoid impacts to seasonal wildlife, such as nesting periods for birds.

Applicants may be required to submit a report prepared by a qualified professional such as a Registered Professional Biologist to indicate how the proposed development is meeting the above guidelines.

Guidelines – Hazardous Conditions

1. All construction and site development should be located and constructed to avoid steep slopes or unstable soils.
2. If development is proposed in areas where there are hazardous conditions requiring development precautions, a professional geotechnical report must be prepared and submitted to the Squamish-Lillooet **Regional District**. The report must indicate that the land can be safely used for the purpose intended.

Guidelines – Form & Character, Energy and Water Conservation, GHG Emission Reduction

1. Building Form & Character:

- i. Buildings shall be constructed of natural materials and colours that blend in well with the surrounding natural environment, suit the physical character and terrain of the site and reflect the west coast mountain character.
- ii. Wood and stone should feature predominantly in the finishing treatments.
- iii. Buildings shall be designed for human scale and visual interest in all elevations. Buildings shall incorporate techniques and treatments that emphasize the transition between inside and outside (e.g. operable windows, overhead rolling doors, canopies, trellises, recessed entrances, and extended building planes).
- iv. Mitigate the actual and perceived bulk of buildings by utilizing appropriate massing, including:
 - a. Architectural elements (e.g. balconies, bay windows, cantilevered floors, cupolas, dormers).
 - b. Visually interesting rooflines (e.g. variations in cornice lines and roof slopes).
 - c. Detailing that creates a rhythm and visual interest along the line of the building.

- d. Wall projections and indentations, windows and siding treatments as well as varied material textures should be utilized to create visual interest and to articulate building facades.
 - e. Building frontages that vary architectural treatments in regular intervals in order to maintain diverse and aesthetically appealing pathways.
- v. Utilize landscaping treatments to further soften the mass of building form (e.g. strategic placement of trees, shades, vines, trellis, and arbours along with surface materials such as pavers).
- vi. Design of buildings should ensure that view corridors are maintained.

2. Building Materials:

Use sustainable, green, healthy building materials, and source locally where possible:

- i. Consider using salvaged materials (where permitted in the BC Building Code) for buildings.
- ii. Consider durable building materials and finishes that have low “embodied energy”, are from rapidly renewable sources that will yield long service life and low maintenance.
- iii. Use insulation that does not contain harmful chemicals such as hydrochlorofluorocarbons or extruded polystyrene.
- iv. Use high performance windows.
- v. Use low volatile organic compound (VOC) building products.

3. Energy Efficient Building Design:

Applicants are encouraged, where feasible, to use onsite renewable power generation systems to supply electrical, heating, and cooling needs to buildings and other structures, and to operate water pumps, sewage pumps, etc. Renewable and alternative energy sources include, but are not limited to: geothermal energy (heat loops and wells); wind (turbines); low impact hydropower; passive solar heating (collectors, photovoltaic panels); cogeneration; fuel cells; heat energy extracted from air (heat pumps); biomass; biogas and wastewater effluent. The use of best management practices in the design of buildings will assist in addressing the DPA objectives.

- i. Construction of building(s) to EnerGuide81 or higher specifications is encouraged.
- ii. The orientation and siting of buildings and structures should take advantage of opportunities for passive solar gain to maximize winter heating and summer cooling. Building design shall incorporate natural day-lighting techniques to reduce the need for electrical energy, and consider the addition of such features as controllable awnings, overhangs, clerestory windows, skylights and atriums.
- iii. Orient main building facades towards prevailing breezes to maximize opportunities for passive ventilation and cooling while minimizing adverse wind effects, and taking into account possible conflicts with orientation for solar gain.
- iv. Locate windows to maximize winter solar gain and natural light, and minimize heat loss. Incorporate deep window overhangs, projecting roofs, and/or fixed adjustable external shades into the building design to allow for entry of low angle winter sun while blocking high angle summer sun.
- v. Choose roof shape and orientation to optimize opportunities for solar energy collection through the use of solar thermal, photovoltaic (PV), and other modules.

- vi. Use compact building shapes that reduce building envelope surface area and improve the building's energy performance.
- vii. Buildings should have units with exterior ventilation (operable windows on at least two sides) to encourage passive cooling through cross ventilation.
- viii. Where possible incorporate intensive green roofs on appropriate buildings to help absorb rainwater, reduce heat gain, and provide outdoor amenity space for visitors.
- ix. Select materials and colours in building and roof construction that minimize heat absorption.
- x. Select materials that encourage thermal massing and seasonal thermal energy storage.

4. Site Design and Landscaping:

- i. Application of **green infrastructure** and rainwater management techniques and practices to the greatest extent possible, including but not limited to:
 - a. rain gardens, rain barrels/cisterns
 - b. vegetated swales
 - c. bioretention cells
 - d. permeable pavement
 - e. green roofing
- ii. Use sensitive site clearing techniques to preserve existing landscape values, maintain topsoil onsite for reuse, maintain natural grades and prevent cut and fill.
- iii. Prevent soil and water contamination, and incorporate sediment and erosion control measures to protect watercourses.
- iv. Fully landscape all areas not covered by buildings, structures, driveways, parking or natural rock surfaces.
- v. Use landscaping to soften service and storage areas and to improve pedestrian comfort.
- vi. Outdoor gathering spaces, places between buildings, and pedestrian connections should all be designed in conjunction with the building plans to maximize usability and aesthetics.
- vii. Physical comfort should be considered through site planning, use of windscreens and arbours, and/or planting for sun protection.
- viii. Work with natural grades wherever possible to minimize cuts and fills and limit impacts to the hydrology of adjacent lands.
- ix. Avoid the use of high retaining walls adjacent to public spaces.

5. Planting and Vegetation Management:

- i. Retain existing native mature trees and shrubs in setback areas where feasible.
- ii. Incorporate vegetated buffer areas throughout and around impervious paved areas to filter rainwater, and moderate heat island effects and air emissions. Use plant materials that reduce and filter runoff, and support rainwater infiltration.
- iii. Plant deciduous trees on the south and west sides of a building to increase summer shading and plant coniferous trees on the north sides of a building to block winter wind.
- iv. Retain or bring in a healthy, absorbent layer of topsoil deep enough to allow for well-rooted planting and reduce irrigation requirements.
- v. Consider the installation of free-standing green (living) wall systems as an alternative to concrete fencing systems and retaining walls.

- vi. Use native or naturalized species of trees, shrubs, and ground cover wherever possible, including those that are naturally disease and pest resistant.
- vii. Group plantings according to water and sun requirements and the site location and provide groupings of shade trees and shrubs on large expanses of open space.
- viii. Encourage planting materials that eliminate the need for pesticide use (e.g. utilize companion planting).
- ix. Minimize the use of water intensive lawn types and/or use lawn alternatives such as natural ground covers and native grasses.
- x. Install above or below ground cisterns to capture, store and potentially reuse rainwater to irrigate non-edible plants and landscaping.
- xi. Design, install, and manage cost effective and efficient irrigation systems that support water, soil, and energy conservation practices.

6. Universally Accessible Design:

- i. Design to accommodate the functional needs of all individuals including children, adults, and seniors, and those with visual, mobility or cognitive challenges.
- ii. Ensure that site circulation and grade changes facilitate movement by people with disabilities, and that colour contrast in materials in outdoor areas adequately marks transitions (e.g. to stairs between two levels) for those who are visually impaired.
- iii. Access for persons with disabilities should be appropriately designed and clearly visible from the principal entrance, visually integrated with the overall building design and site plan, and not relegated to an alternate building frontage for the sake of architectural convenience.
- iv. Ensure that colour contrast in materials in outdoor parking and pedestrian areas adequately marks transitions for those who are visually impaired.

7. Lighting and Signage:

Minimize the amount of lighting on signs. Installation of video, reader board, and neon or LED signs is discouraged. Signs should be non-illuminated from within.

- i. Exterior lighting, including within a parking area, should be low intensity and not cause excessive night-time glow.
- ii. Use energy efficient exterior lighting systems with timers and sensors to provide light only when required. Ambient lighting should be minimized.
- iii. Where possible, use lighting systems that are powered by renewable energy sources, such as solar.
- iv. Control light glare such that light does not rise more than 90 degrees from the ground (nadir) and does not cross property boundaries. Consider installing high efficiency lighting and use shields to reduce glare to the outside.
- v. Signage should be pedestrian oriented in scale. Large vehicular-based signage should be avoided. Appropriate forms of signage include:
 - a. Signs mounted flush with building facades;
 - b. Wood carved and/or hand painted hanging signs above pathways;
 - c. Signs painted on windows, especially retail display windows and upper floor office windows.

8. Solid Waste:

Minimize the generation of solid waste in construction and maximize the diversion of solid waste from landfills.

- i. Construct/install with deconstruction in mind to allow for material reuse.
- ii. Incorporate full recycling options for the completed development (e.g. recycling, organics, composting), as well as garbage collection.
- iii. Make areas for recycling collection, composting, and waste disposal sufficiently large and easily accessible and plan them so they have the capacity for expansion if necessary.

9. Bicycle Parking and Facilities:

- i. Provide easily accessible, secure, and weather-protected bicycle parking facilities for employees and the general public.
- ii. Provide support facilities for employees, including showers and change rooms.

10. Vehicle Parking:

- i. Minimize the use of impervious paving and dark coloured absorptive materials for sidewalks, driveways, roads, and parking lots.
- ii. Cluster parking in groups of eight to ten spaces and intersperse landscaping (in addition to supporting green infrastructure methods) between clusters. Provide trees and shrubs along abutting pathways and buildings.
- iii. Improve standards for the delivery and pickup of goods and services in new developments (e.g. loading, access manoeuvres, garbage/recycling/organics pickup and storage). Provide appropriate locations for loading bays and service areas, consider safe pedestrian access, and avoid negative visual impacts to public places, paths, and views.

Guidelines – Agricultural Land Reserve

Development on a parcel, or any portion of a parcel thereof, that is within 30 m of the ALR must adhere to the following guidelines.

1. Subdivision design should minimize potential impacts to farmlands by avoiding increasing access to agricultural lands.
2. Road ends that end at the ALR should be avoided, except as necessary for farm access.
3. Subdivision design should consider creating parcel sizes that can accommodate an appropriate buffer to be established on the non-farm side of the ALR.
4. Undeveloped spaces with landscaped or retained naturally occurring vegetation should be established along the ALR boundary.
5. Principal use structures or dwellings should generally be located at least 30 m from the ALR boundary.
6. Buffers should be designed as follows:
 - i. A continuous landscaped strip of not less than 5 m
 - ii. Established within 30 m of the ALR boundary, and not closer than 2 m to the ALR boundary
 - iii. Existing native vegetation within 30 m of the ALR boundary should be retained. Non-native species may be removed and replaced with suitable native species
 - iv. The buffer should contain a mixture of coniferous and deciduous species

- v. The buffer should be approximately 6 m in height. Appropriate species should be selected to reach this minimum height, and should reach at least 2 m in height at the time of planting
 - vi. If vegetation is planted to establish the buffer, it should consist of native species only
- 7. Where an existing natural feature such as a watercourse or ravine provides a physical separation within 30 m of the ALR boundary, the width of the buffer may be reduced or not required. Applications should provide sufficient information, such as photographs, site plans, reports from a qualified professional, etc. to show how the natural feature is providing the equivalent effect of some or all of the 5 m buffer.
- 8. Additional information that may be required in order to consider issuance of a Development Permit includes landscape plans prepared in consultation with a qualified professional such as an Agrologist, Forester, or Landscape Architect that provide recommendations for ensuring the type and density of the plantings, or retained vegetation provide a suitable buffer to mitigate the potential negative effects of agricultural and non-agricultural activities occurring on adjacent lands.
- 9. Applicants must consult “A Guide to Edge Planning” and similar documents as published and updated by the Ministry of Agriculture for further information with respect to buffering along the agriculture edge.

7.4 MEDICAL MARIHUANA PRODUCTION FACILITY DEVELOPMENT PERMIT AREA

Category

Pursuant to Section 488(1)(f) of the *Local Government Act*, the **Medical Marihuana Production Facility Development Permit Area** is designated for the establishment of objectives for the form and character of commercial, industrial, or multi-family residential development. In this case the focus is on industrial i.e. **medical marihuana production facilities**.

Area

All land within Electoral Area D of the Squamish-Lillooet **Regional District** has been designated as appropriate for a Medical Marihuana Production Facility Development Permit where such a use is proposed.

Justification and Special Conditions

The purpose of the designation of lands in Electoral Area D for a Medical Marihuana Production Facility Development Permit Area is:

- Electoral Area D contains many areas having high scenic values. The purpose of the Medical Marihuana Production Facility Development Permit Area is to set out guidelines to help ensure that development of medical marihuana production facilities is well suited to the environment, and does not result in buildings and structures that are at odds with the natural beauty and serenity of Electoral Area D.

Applications shall be accompanied by plans indicating the following:

- Location of all existing and proposed buildings & structures, parking areas, and driveways.
- Extent and nature of existing and proposed landscaping and surfacing, including details of trees, ground cover, and other permeable and impermeable surfaces.
- The exterior materials of existing and proposed structures.

Issuance

Board approval is required in order to issue all Medical Marihuana Production Facility Development Permits.

Application

A Medical Marihuana Production Facility Development Permit is required prior to the commencement of construction or erection of new buildings or structures.

Exemptions

A Medical Marihuana Production Facility Development Permit is not required for the following:

- Existing buildings and uses
- Renovations within an existing building that do not involve any exterior modifications or any additional parking
- Replacement of a sign face

Guidelines

Applications for a development permit shall be accompanied by plans, including but not limited to survey plans, site development plans, grading plans, building plans, storm water management plans, landscape plans, lighting plans, and a written description of the proposal, to indicate how the proposed development is meeting the following guidelines:

1. Building Form & Character:

- i. Buildings shall be constructed of materials and colours that blend in well with the surrounding natural environment, suit the physical character and terrain of the site and reflect the mountain pastoral character.
- ii. Wood or hardi-panel should feature predominantly in the finishing treatments.
- iii. In farming areas, traditional barn-like architecture, with gable, gambrel, raised or lean-to roof styles and cross-braced door finishings is encouraged.
- iv. Mitigate the actual and perceived bulk of buildings by utilizing appropriate massing and detailing that creates a rhythm and visual interest along the line of the building (e.g. use of false or real hinged barn-style window or door elements).
- v. Utilize landscaping treatments to further soften the mass of building form (e.g. strategic placement of trees).
- vi. Box-shaped tilt-up concrete or metal structures are not supported.

2. Landscaping and Buffering:

- i. Buffering of **medical marihuana production facilities** is important in order to ensure that these uses are not at odds with adjacent uses.
- ii. Any federally required metal fencing shall be buffered with native planting.
- iii. Top soil deep enough to allow for well-rooted planting and reduce irrigation requirements should be utilized.
- iv. Use native species of trees or shrubs and utilize the planting of conifers to block winter winds and deciduous trees to create shade in the summer.
- v. Utilize cisterns to store water and provide irrigation.

3. Lighting and Signage:

- i. Minimize the amount of lighting on signs. Installation of video, reader board, and neon or LED signs is discouraged. Signs should be non-illuminated from within.
- ii. Exterior lighting, including within a parking area, should be low intensity and not cause excessive night-time glow or glare.
- iii. Use energy efficient exterior lighting systems with timers and sensors to provide light only when required. Ambient lighting should be minimized.
- iv. Signage should be pedestrian oriented in scale. Large vehicular-based signage should be avoided. Appropriate forms of signage include:
 - a. Signs mounted flush with building facades;
 - b. Wood carved and/or hand painted hanging signs above pathways.

SCHEDULE 2

PORTEAU COVE DEVELOPMENT DESIGN GUIDELINES

April 12, 2007



Prepared By:
PWL Partnership Landscape Architects / Rositch Hemphill Architects / Webster Engineering

For:
Porteau Cove Developments Limited

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PORTEAU COVE DESIGN GUIDELINES

OVERVIEW

Porteau Cove is an oceanfront community sited on a dramatic west coast mountainside setting. It offers tremendous opportunities for soaring views of constantly changing fiords, skies, mountain peaks and nature. The setting also creates great challenges: the steepness of the terrain and the superlative setting requires sensitive planning to ensure that manmade development responds to and respects the natural .

These design guidelines are intended to require thoughtful design, high quality materials and innate sensitivity to the site while allowing individual expression. It is imperative that design and construction respect the land.

Reference to Other Regulations

These guidelines are to be read in conjunction with the requirements of Electoral Area D Official Community Plan Bylaw No. 495, Amendment Bylaw No. 946, 2005 and Subdivision and Development Servicing Bylaw No. 741. See in particular Section 5.7 Development Permit Areas and the sections on “Green Building Strategy,” “Sustainable Site Design” and “General Design Principles” of Bylaw 495.

These guidelines are subordinate to Ministry of Transportation regulations, the OCP, Zoning Bylaws, Bylaw 741 and BC Building Code, which govern. However, these guidelines are intended to supplement those bylaws and provide direction on the form and character of the built environment. In some cases the standards contained in the zoning or development servicing bylaw may need to be varied to achieve the objectives of the design guidelines. It is intended that the Development Permit process be the tool to implement these guidelines.

Design Theme

There is no overall design theme. It is expected that architects, landscape architects and other designers who understand the value of the land and natural landscape will create developments that are appropriate to the setting.

It should be understood that Porteau Cove is not an attempt to re-create a style or era found elsewhere. It is a community being built in the twenty-first century and the architecture and man-made landscape should reflect this.

PORTEAU COVE DESIGN GUIDELINES

1. STREETSCAPE

It is recognized that the provincial Ministry of Transportation (MOT) has jurisdiction over all public roads within Porteau Cove, and that MOT standards and requirements must be met. The following road guidelines are intended to supplement MOT standards and provide the overall intended environmental and design concept for the community.

1.1 Village Roads

Village Roads include the main entry road that extends from the overpass into the Village running east-west and the north-south road that connects the Community Facility and the Commercial / Residential parcels in the Village Centre. Turnarounds in the centre and marking the end of the Village provide traffic calming and add a unique character to the streetscape.

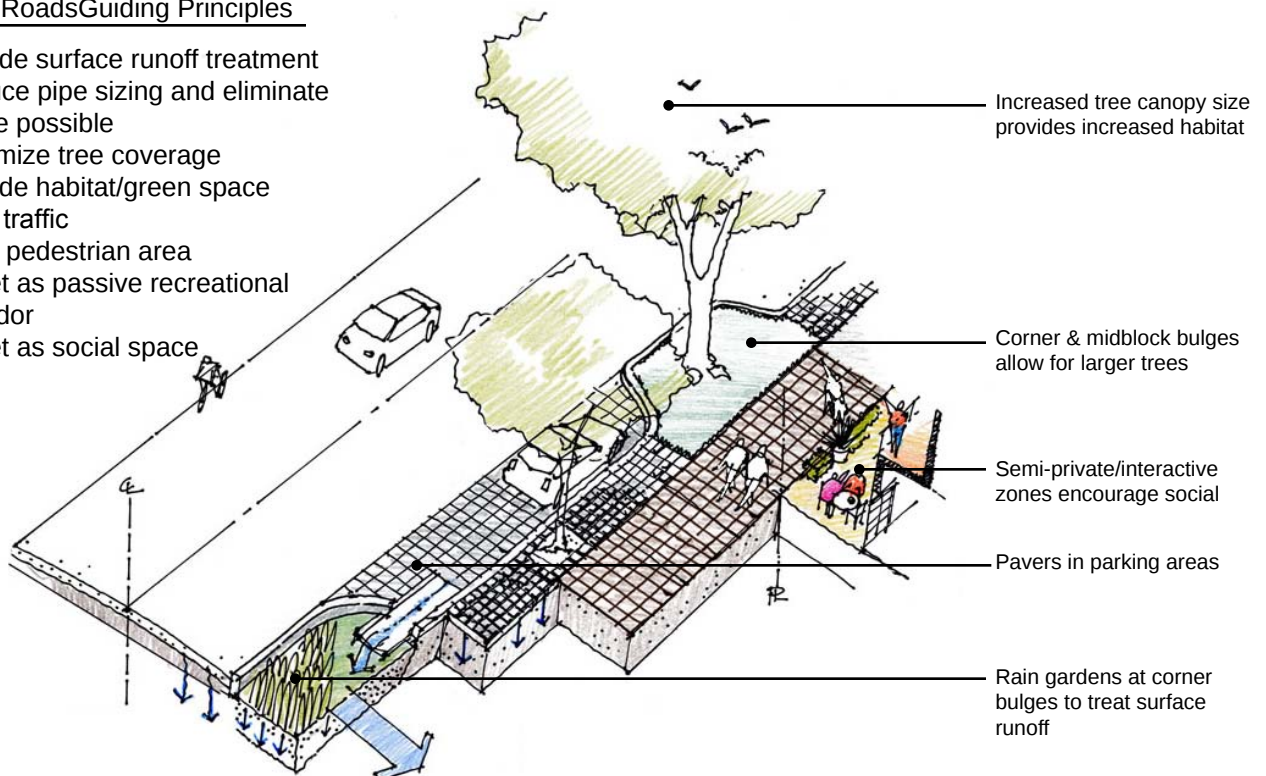
The streetscape character in the Porteau Cove Village should be designed to encourage residents and visitors to walk and to experience the village on foot. It is intended that Village Roads provide low impact development (LID) measures to maximize rainwater infiltration (where possible), evaporation, transpiration and pollutant removal. This can be done through use of pavers, raingardens, planting, and other measures, as illustrated below.

1.1.1 Roadway

- 7.0m wide roadway, with onstreet parking provided in pullouts in some areas
- Roadway surface to be asphalt, except where patterned or

Village Roads Guiding Principles

- Provide surface runoff treatment
- Reduce pipe sizing and eliminate where possible
- Maximize tree coverage
- Provide habitat/green space
- Slow traffic
- Wide pedestrian area
- Street as passive recreational corridor
- Street as social space

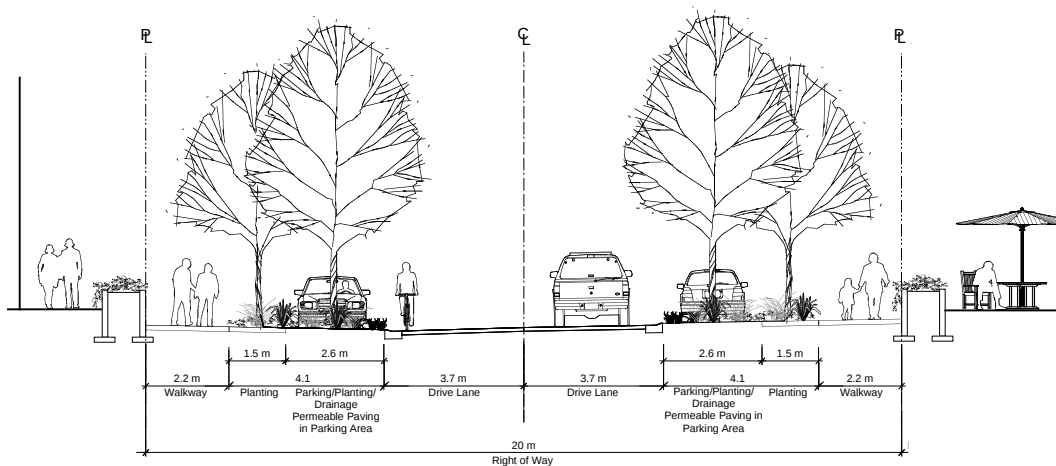


PORTEAU COVE DESIGN GUIDELINES

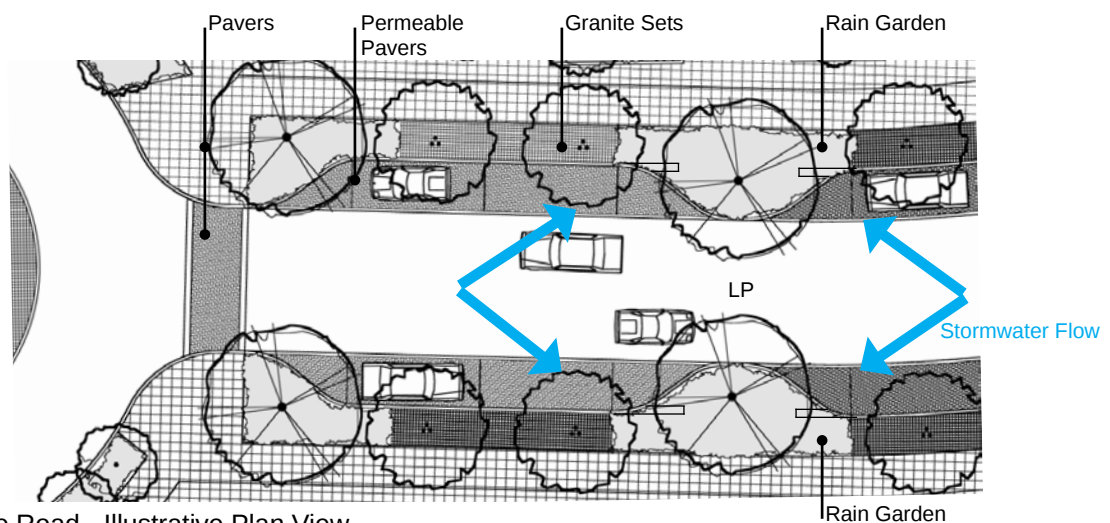
- accented
 - 550mm wide, 150mm high concrete barrier or rolled curbs with letdowns where required
 - Curb bulges to reduce pedestrian crossing width
 - Driving surfaces to be accented with concrete unit pavers, local stone, or scored broom finished concrete at intersections and pedestrian crossings
- 1.1.2 Sidewalks and Pedestrian Areas
 - 1.5m minimum sidewalk, 2m or wider preferred
 - Materials – Large scale Concrete Unit Pavers
 - o Colour – natural / granite / sandstone
 - o Type: 80mm thick on driving surfaces; 60mm thick on walking surfaces
 - o Pattern: driving surfaces shall be in herringbone pattern. Sidewalks shall use a simple field pattern or running bond
- 1.1.3 Parking Areas
 - Materials – Pavers or asphalt



Streetscape Example



Village Road - Typical Section



Village Road - Illustrative Plan View

PORTEAU COVE DESIGN GUIDELINES

1.2 Collector Roads

The collector roads constitute the main roadway spine connecting the neighbourhoods within the Porteau Cove Development.

1.2.1 Roadway

- 7-9m roadway with shoulder of varied width
- Roadway surface to be asphalt
- Provide crushed rock shoulders and minimize use of curbs and gutters
- Allow parking on pervious gravel strips on the shoulder when fronting single family lots.

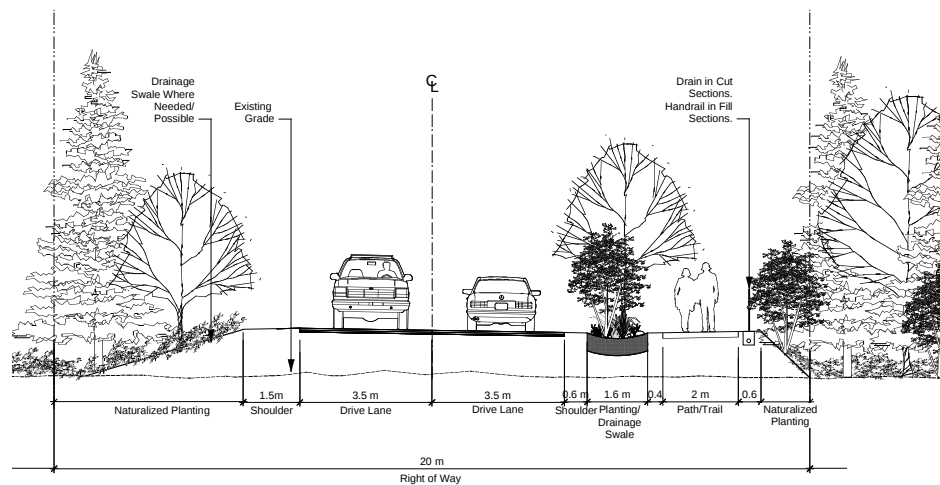
1.2.2 Sidewalks/Trail

Typically the collector roads shall not have the standard sidewalk treatment one expects on neighbourhood collector roads. A pedestrian trail shall follow along one side of the collector road, and, where feasible, will be physically separated from the roadway.

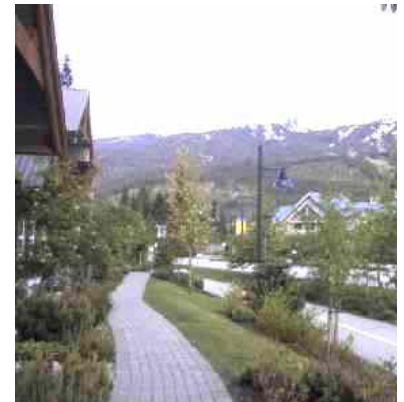
- Sidewalk/Trail width may vary depending on site conditions
- Materials – Asphalt, pavers or crushed, compacted granular material



Collector Road Example



Collector Road - Typical Section



Separated Sidewalk/Trail

1.3 Local Roads

Local roads will extend from the central collector system, serving smaller pockets of residential development, and may be public or strata roads. The intent is that they are narrower streets with no curbs and allow parking along the shoulder on pervious gravel strips that aid in stormwater infiltration, where this is possible.

1.3.1 Roadway - Public Roads:

- 7m roadway with crushed rock shoulders.
- Roadway surface shall be asphalt.

1.3.2 Roadway - Strata/Common Property Roads:

- 6m wide with or without rollover curb and gutter.
- Roadway surface may be asphalt, pavers, or concrete.
- Parking shall be allowed on shoulders where fronting residential lots.

PORTEAU COVE DESIGN GUIDELINES

1.4 Retaining walls

Retaining walls shall typically be rockstack using local stone, however other types are permissible (e.g., shotcrete, reinforced concrete, Mechanically Stabilized Earth with stone facing) in low visibility areas. Lock block walls are not permitted unless faced with stone.

- 1.4.1 Character – Retaining walls to look natural as opposed to engineered.
- 1.4.2 Retaining walls to have landscaping pockets where possible and appropriate.

1.5 Vehicular Bridges

There are a number of locations throughout the Porteau Community where the roadway crosses a creek. These will either be bridge or culvert crossings. The intent is that these bridges or culverts are well designed to fit with the natural environment, using natural materials.

- 1.5.1 Bridges should visually fit with surrounding natural features.
- 1.5.2 Materials - Stone, stone facing, timber, concrete and steel.

1.6 Fences and Guards

- 1.6.1 The intent is that fences and guards visually fit with the surrounding natural features and use natural materials to the greatest extent possible.
- 1.6.2 Fences and guards shall be structurally sound. Concrete barriers shall not be allowed unless specifically required by MOT.



Retaining Wall Examples



Guard Examples



Bridge Example

PORTEAU COVE DESIGN GUIDELINES

2. TRAILS AND WALKWAYS

A hierarchical system of trails will link the different parts of the development, as well as providing a link to the greater landscape features beyond. The Howe Sound Crest trail currently traverses the site - this linkage will be maintained in the new development. In general, BC Parks facility standards shall be followed when constructing trails.

2.1 Trail Hierarchy.

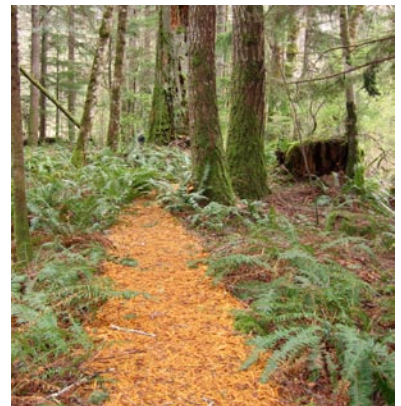
A hierarchy of trails shall serve different purposes, as follows:

- 2.1.1 Major Mountain Trail (like Whistler Valley Trail.) This main trail through the site shall provide primary linkages both within the development and to the regional trail system. This trail shall be a maximum of 2m wide, and may be surfaced with crushed gravel, asphalt or other acceptable material. Wherever possible, the existing trail surfacing and width will be retained. The portions of the trail that constitute the emergency access routes in the development shall be 3m wide within a 6m right-of-way and surfaced with asphalt.
- 2.1.2 Secondary Trails - More minor trails linking with the major mountain trail shall be surfaced with wood chips where grades are moderate, and/or gravel or other natural surface.
- 2.1.3 Boardwalk Trails - These will be used in sensitive areas.

2.2 Trail Heads

Locations where trails start, or trailheads, will occur in several locations in the community.

- 2.2.1 Trailheads should be marked with signage and provided with parking.
- 2.2.2 Trailheads in residential areas should blend in with the neighbourhood to the greatest extent possible.



Trailhead Interface with Residential Areas



Trail Surfacing Examples

PORTEAU COVE DESIGN GUIDELINES

3. ARCHITECTURE - GENERAL

The siting of buildings is critical in the sensitive development of the property. Site buildings to reduce disturbance of adjacent land, reduce volumes of cuts and fills, and reduce the need for blasting.

4. VILLAGE CENTRE

Buildings in the core of the Village at Porteau establish the identity of the place and create its heart. The design approach should be warm, interesting and delightful. Materials must be durable and of good quality. Attention should be paid to the experience of the pedestrian and patron.



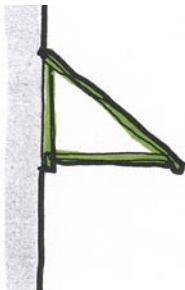
Sensitive Building Siting



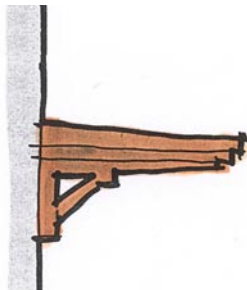
Village Entrance Character

4.1 Building Design + Siting

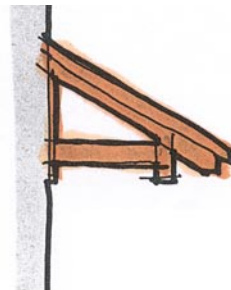
- 4.1.1 Animate the village streetscape with balconies, canopies, planters and recesses in buildings.
- 4.1.2 Provide solid canopies or covers over a portion of the usable outdoor area facing the village street.



Fabric
Canopies



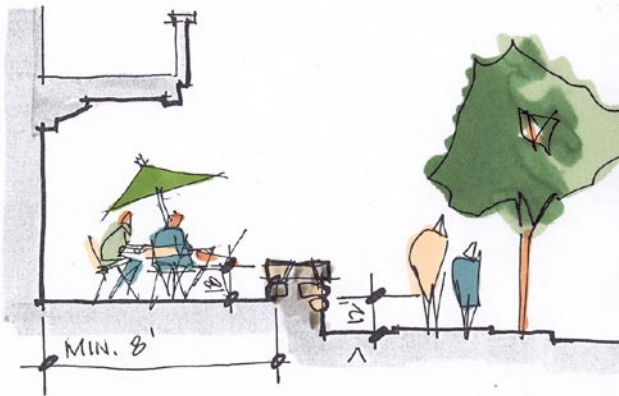
Flat



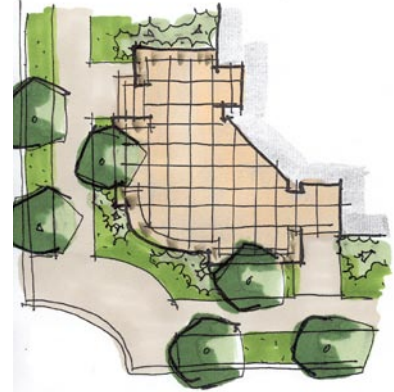
Sloped

PORTEAU COVE DESIGN GUIDELINES

- 4.1.3 On the village street side, provide terraces that are at least 0.3m above adjacent sidewalk elevation with a usable depth of at least 2.4m. Provide easy and regular access, including access for the disabled. Provide low planters or stone walls 0.45m above terrace level. Terraces must be stone, stamped concrete and/or concrete pavers.



Raised Terraces

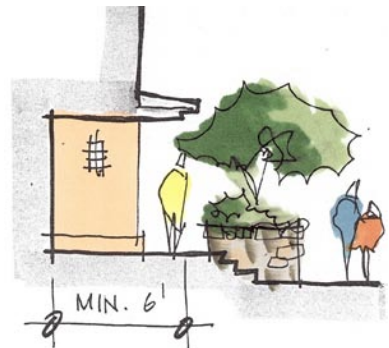


Terrace Surrounded by Stone Walls

- 4.1.4 Provide individual recesses for each live/work studio entrance. Provide entrances for individual or shared residential entry doors that are separate from commercial entries.
- 4.1.5 Create a smaller scale rhythm for storefronts along the main street by:
- .1 designing commercial storefronts with widths of 6m or less, even if the commercial space behind is larger;
 - .2 incorporating strong bases, columns, recesses and bays to provide increased texture;
 - .3 integrating landscape walls, seating, planters, signage and other features to provide a series of points of interest.
- 4.1.6 Provide a separation between the first floor commercial and the residential above through setbacks of the upper floors, canopies and colonnades, awnings and/or other devices.
- 4.1.7 Provide outdoor patios or balconies for all residential units and:
- .1 for upper level residential units, recess half the balcony behind the outermost adjacent residential wall;
 - .2 for second floor residential units provide a solid balcony wall of at least 0.6m in height to provide privacy.



Individual Live/Work Entries



Recessed Entries



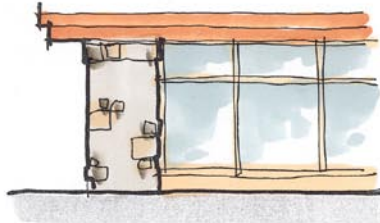
Illustrative sketch of Village terraces - commercial uses with residential above.

PORTEAU COVE DESIGN GUIDELINES

- 4.1.8 Use stone at the base of buildings and/or for significant columns or corners. Provide stone landscape walls at vertical changes of grade. Provide opportunities for planting, planter boxes and planters.



Stone Columns



Stone Corner



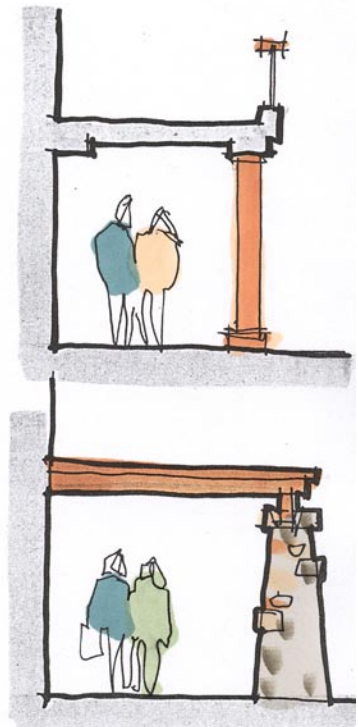
Stone Base

- 4.1.9 Provide sloped roofs on all buildings in the Village Centre.
 4.1.10 Provide generous roof overhangs. First floor soffits must be wood.
 4.1.11 Provide colonnades, canopies and other methods of weather protection along commercial frontages where there is expected to be pedestrian traffic.
 4.1.12 Hide or camouflage mechanical units, both visually and acoustically.
 4.1.13 Garbage areas must be enclosed and bear-proof.
 4.1.14 Lights must be non glare, sufficient to light the adjacent space but not be a nuisance to adjacent neighbours.

4.2 Permitted Materials

Use the best materials where they are seen by the public and passersby. Wood or wood composite materials may be stained or painted and must be in natural colours with some brighter accents permitted.

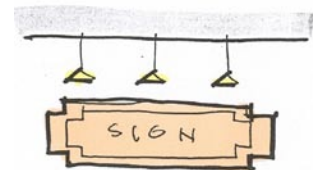
- 4.2.1 The permitted materials for buildings in the Village Centre are:
- .1 stone, from the local area and region;
 - .2 wood, stained, varnished or painted;
 - .3 wood composite or concrete composite siding and panels;
 - .4 clear, coloured or textured glass;
 - .5 textured, painted or similar-finished concrete. Unpainted concrete is permitted to a maximum 0.6m height from grade;
 - .6 textured asphalt, cedar shingle and metal roofs;
 - .7 other materials that are similar to the above and which offer durable finishes.



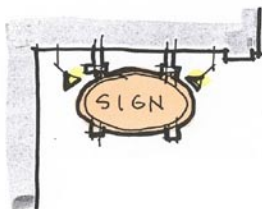
Covered Colonnades

4.3 Village Commercial Signs

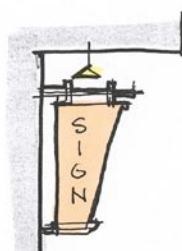
- 4.3.1 Signs are to be front lit. Sign cans and neon lighting are not permitted with the exception of the fuel price signage for the service station.
 4.3.2 With the exception of the service station, signs must be hung from a soffit or wall bracket or recessed into a wall or column. Signs must be made of wood, stone or metal. With the exception of the fuel price signage for the service station, plastic signs are not permitted.



Face Mounted Signs



Top or Side Mounted Signs



Signs Recessed in Stone Walls



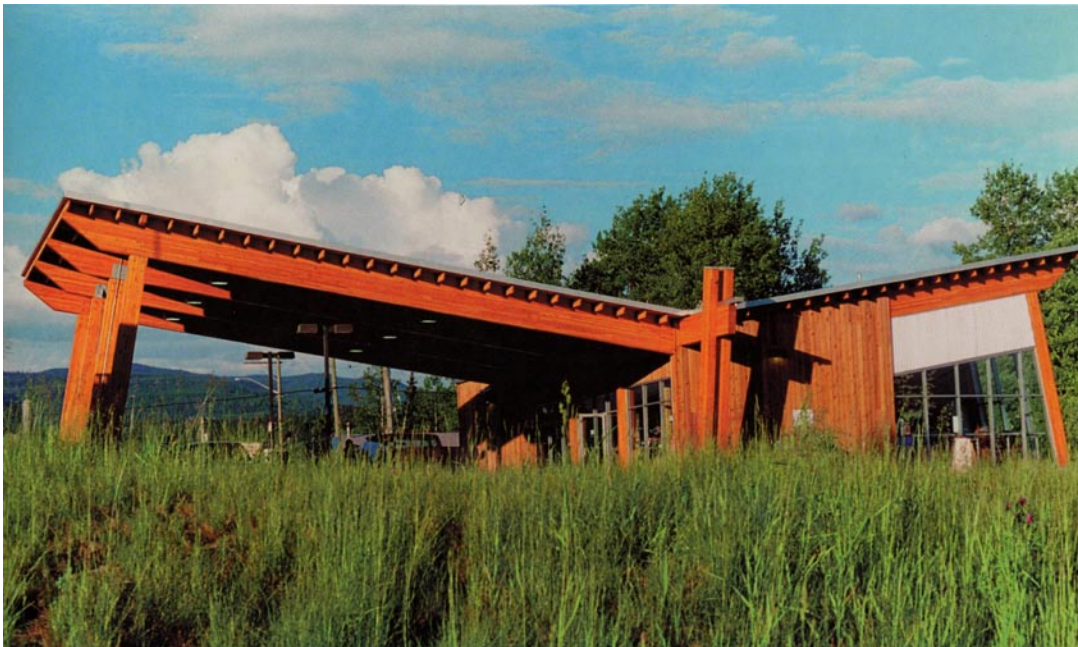
4.4 Village Commercial Lighting

Street lighting will be provided by the master developer. Individual buildings will be responsible for lighting within their own property. Light fixtures should complement and enhance the character of the village centre.

- 4.4.1 Provide sufficient and suitable lighting to provide safe pedestrian access to building entrances in the dark.
- 4.4.2 For terraces that will be used in the dark provide outdoor lighting that allows for use of the space but does not cast light upwards beyond the first floor.
- 4.4.3 Avoid lighting that shines onto a neighbouring property.
- 4.4.4 Provide clearly-seen civic addresses that are lit at night.

4.5 Service Station

The service station is located at the entrance to the Village and will act as a partial gateway. Its design is to convey the intent of the Village design and set a tone for the high quality of building design and use of materials.



Sloped roof canopy over gas pumps

4.5.1 Building Design and Siting

- .1 Create a design that acts as an entrance to the Village at Porteau Cove with the use of strong forms, high quality materials and sensitive integration of hard and soft landscaping.
- .2 For the principal building provide a sloped roof with a minimum slope of 3/12, or a flat roof that incorporates a green roof. Provide generous roof overhangs.
- .3 Provide protective cover for motorists using the gas pumps. That roof may be flat or sloped.
- .4 Incorporate elements of heavy timber, stone and/or other high quality materials that blend into its surroundings.
- .5 Provide enclosures for bulky equipment, supplies and

PORTEAU COVE DESIGN GUIDELINES

garbage. Design the enclosures to integrate with the design of the service station building.

- .6 Provide lighting that is restricted to the area of the service station and avoid lighting that will shine into adjacent residential units.
- .7 Provide general lighting for the service station that can be extinguished if the service station is closed.

4.5.2 Signage

- .1 One primary service station sign is permitted, and the maximum height of that sign is restricted to 2.5 m and must be located at the eastern end of the property.
- .2 Locate the primary service station signage on a stone base, with landscaping around it.
- .3 The primary signage is permitted to be back lit and plastic to a maximum size of 6.0 sm.
- .4 All other signage on or around the service station is required to be front lit or individually lit letters.



Low sign set into stone base

4.5.3 Permitted Materials

- .1 The permitted materials for the service station are:
 - .1 stone, from the local area and region;
 - .2 wood and heavy timber, stained, varnished or painted;
 - .3 wood or concrete composite siding and panels;
 - .4 clear, coloured or textured glass
 - .5 metal panels
 - .6 textured, painted or similar-finished concrete. Unpainted concrete is permitted to a maximum 2' height from grade;
 - .7 textured asphalt, cedar shingle and metal roofs;
 - .8 other materials that are similar to the above and which offer durable finishes.
 - .9 materials similar to the above.
- .2 Stone is required on a minimum of 20% of the front and side walls of the building.
- .3 Metal panels or similar materials are restricted to a maximum of 50% of the area of the exterior walls.

5. MULTI-FAMILY RESIDENTIAL

Buildings in the multi-family areas should be designed to closely respond to the surrounding grades and natural terrain. In many locations they will be highly visible and must convey a warmly modern and sensitive approach to development.

5.1 Building Design + Siting

- 5.1.1 Be a good neighbour.
- 5.1.2 Site buildings to minimize the impact on views from and shadowing of adjacent properties and buildings.
- 5.1.3 If the building/development is adjacent to public trails, provide connections from common space to the public trails whenever possible.



Building sited to minimize impacts.



Common Space and Public Trails Connections

- 5.1.4 Make the front door easy to find, either through the architecture of the building or through a thoughtful landscaped access.
- 5.1.5 Provide a transition between public streets and private property using hard and soft landscaping integrated into natural landscaping.
- 5.1.6 Design buildings and the landscaping so that the buildings and their terraces appear to grow out of the natural landscaping. Minimize the extent of modification to the natural landscape surrounding the development, both during construction and after.
- 5.1.7 Avoid long, unbroken expanses of wall.
- 5.1.8 Except for visitor parking, locate all required parking underground or in enclosed parking garages, with additional convenience spaces at grade integrated into the hard and soft landscaping. Ensure that fluorescent lighting in a parking garage is not generally seen from outside the garage.
- 5.1.9 Provide common open space that maximizes sun access. Design the common space to be usable in most kinds of weather.
- 5.1.10 Decks over living space should be finished with pavers or stone



Buildings grow out of the landscape

PORTEAU COVE DESIGN GUIDELINES

for those areas of deck that are not landscaped. Larger expanses of deck must be broken up with changes of materials, levels and/or landscaping.

- 5.1.11 Flat or nearly-flat roofs must be finished with pavers, stone, decorative pebbles or vegetation. Minimize the visibility of roof-top vents when visible from adjacent development or from public open spaces.
- 5.1.12 Camouflage or hide mechanical equipment when visible from adjacent development or from public open spaces.

5.2 Permitted Materials

Use the best materials where they are seen by the public and passersby. Wood or wood composite materials may be stained or painted and must be in natural colours with some brighter accents permitted.

- 5.2.1 The permitted materials for multi-family residential buildings are:
 - .1 stone, including stacked stone walls, from the local area and region, or cultured stone which replicates this;
 - .2 wood, stained, varnished or painted;
 - .3 wood composite or concrete composite siding and panels;
 - .4 clear, coloured or textured glass;
 - .5 textured, painted or similar-finished concrete. Unpainted concrete is permitted to a maximum 4' height from grade;
 - .6 metal panels with a matte finish;
 - .7 other materials that are similar to the above and which offer durable finishes.



Natural Materials

5.3 Multi-family Residential Signage

- 5.3.1 Integrate the signage into the architecture and landscaping.
- 5.3.2 Provide clearly-seen civic addresses that are lit at night.

5.4 Multi-family Residential Lighting

- 5.4.1 Provide sufficient and suitable lighting to provide safe pedestrian access to the principal entrance in the dark.
- 5.4.2 Avoid lighting that shines onto a neighbouring property.

6. DUPLEX AND SINGLE FAMILY INTENSIVE

Duplex and single family houses on lots of less than 600 square metres are subject to these design guidelines and development permits.

6.1 Building Design and Siting

- 6.1.1 Site the building to minimize cut and fill on the site for the building and for access to the building.
- 6.1.2 Required parking spaces (2 per home) are to be in an enclosed or covered space. To soften the impact of garages facing the street, recess garage doors at least 0.3m from the surrounding building face.
- 6.1.3 Front stairs must be constructed of concrete and/or stone. No wood stairs are permitted.
- 6.1.4 For homes on the uphill side of a street, provide a street-facing balcony above the



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first level with a depth of at least 2.4m. Provide roof cover over at least 50% of the balcony area.

- 6.1.5 Decks and balconies above the first level must be partially recessed or covered.
- 6.1.6 Avoid long runs of straight wall. Introduce jogs in the wall, bay windows, recesses or changes to wall planes to avoid straight runs of more than 10m.
- 6.1.7 Front driveways should be scored or textured concrete or asphalt, concrete pavers or stone.
- 6.1.8 Chimneys are to be boxed to match the siding or finished with stone.
- 6.1.9 Decks over living space should be finished with pavers or stone for those areas of deck that are not landscaped. Larger expanses of deck should be broken up with changes of materials, levels and/or landscaping.
- 6.1.10 Exterior lights should be placed so that they do not shine directly at a neighbour.



6.2 Permitted Materials

Use the best materials where they are seen by the public and passersby. Wood or wood composite materials may be stained or painted with natural colours.

- 6.2.1 The permitted materials for multi-family residential buildings are:
 - .1 stone, from the local area and region, or cultured stone which replicates this;
 - .2 wood, stained, varnished or painted;
 - .3 wood composite siding and panels;
 - .4 clear, coloured or textured glass;
 - .5 textured, painted or similar-finished concrete. Upainted concrete is permitted to a maximum 2' height from grade;
 - .6 metal panels with a matte finish;
 - .7 textured asphalt, cedar shingle and metal for sloped roofs
 - .8 other materials that are similar to the above and which offer durable finishes.



6.3 Residential Signage

- 6.3.1 Provide clearly-seen civic addresses that are lit at night.

6.4 Residential Lighting

- 6.4.1 Avoid lighting that shines onto a neighbouring property.

7. LANDSCAPE

7.1 General

The objective of the landscape guidelines is to ensure a high level of landscape design for all components of the development.

Specific Objectives are to:

- Provide compatibility with and enhancement of the site's intrinsic natural qualities;
- Maintain and enhance the site's native vegetation to the greatest extent possible;
- Encourage the use of natural construction materials (particularly those indigenous to the site and region) for built elements such as terraces, walls, steps, fences, and pathways;
- Recognize the development shares the natural area with wildlife, and consider these impacts in site planning;
- Treat the interface between common areas (such as parks, roadways and paths) and residential or village areas in a manner that protects and enhances the natural site character;
- Rehabilitate areas disturbed during site construction to a natural state;
- Incorporate and enhance the natural landscape features such as significant trees, rock outcrops and topographic variations wherever possible.

7.1.1 Minimize grading. Modifications to existing contours to be minimized where possible.

7.1.2 Use native/native compatible plantings. New landscaping and rehabilitation of disturbed areas will specify native or native compatible plants in the landscape to provide habitat value and limit the need for irrigation once established. A list of Native / Native compatible Plants is included as Appendix A.

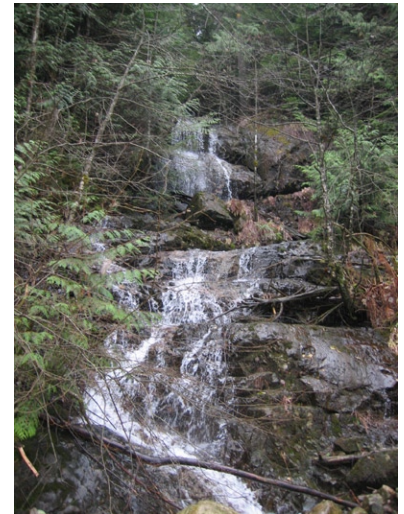
7.1.3 Prohibited plant material. A number of plant materials are prohibited within the overall Porteau Cove Community development due to their invasiveness, high maintenance, toxicity, or other characteristics that make it inappropriate for a mountain environment. Introduction of invasive plant species that will threaten the character and integrity of the plant communities on site shall be avoided. See Appendix B for the list of specifically prohibited plants.

7.1.4 Use natural on-site construction materials. Use natural materials that are on site or in the immediate area wherever possible, including stone, topsoil, gravel, backfill and wood, for built elements such as terraces, walls, steps, fences, and pathways.

7.1.5 Retain natural features. Natural features such as rock outcroppings, significant changes in grade, gullies, special trees/tree groupings will be considered in detailed site planning and retained wherever possible. Building locations shall be adjusted to suit topography and special natural features when the site for each phase is actually ready for construction.

7.1.6 Minimize irrigation. The intent is that irrigation will be minimized on site, and potentially only used for establishment of the landscape and for landscape elements on structure. If irrigation is needed, high efficiency systems utilizing sensors should be used to minimize water use, and should use collected rainwater where possible.

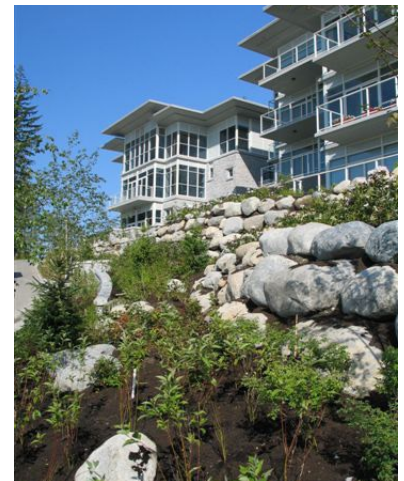
7.1.7 Minimize formal lawn. The use of formal lawns shall be minimized,



Incorporate Natural Landscape Features



Use Native Plants



Use Natural Materials

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and limited to small areas in multi-family projects and limited use in parks. Lawn shall only be used where appropriate for gathering, picnicking or informal play.

- 7.1.8 **Interface areas.** The interface between common areas (such as parks, roadways and paths) and residential or village areas, and the interface between developed and open space areas shall be designed in a manner that protects and enhances the natural site character and reinforces natural edges. Where possible, native plant groupings shall be extended into the developed area to soften the line between developed and open space areas.
- 7.1.9 **Retaining walls.** Where retaining walls are required on development parcels, they are to be constructed of local stone or stone faced concrete.
- 7.1.10 **Fire Smart.** Limit the density of plantings in close proximity to buildings to assist with wildland fire protection.

7.2 Public Realm

The public realm includes areas within the road right-of-ways, parks, open space and the Village Core. In addition to the overall guidelines above, the following shall apply in these areas:

- 7.2.1 **Landscape features and elements.** Planters shall be made of natural stone or natural stone faced concrete - max. height of 1m. Preferred height of .5m to double as informal seating walls.
- 7.2.2 **Street trees.** Street trees in the Village Core may be formally arranged to reinforce the village character. Outside the Core, trees shall be planted in informal groupings, avoid formal street tree plantings, to reinforce the naturalistic character of the development.
- 7.2.3 **Open space.** Areas designated as open space shall be retained in their natural form and enhanced as necessary after development. Only native plant materials shall be allowed in these areas.

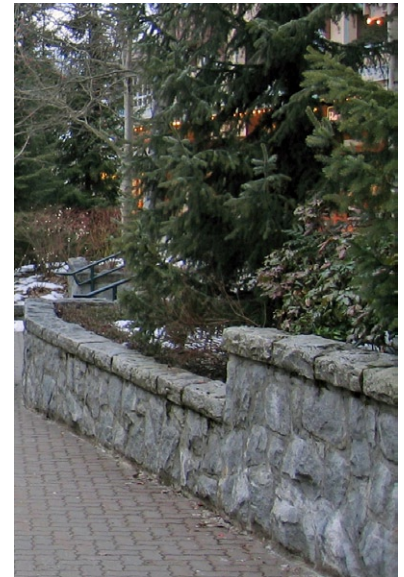
7.3 Residential

The landscape development of the residential parcels is a key design component of the overall Porteau Cove community. This section applies to multi-family residential as well as duplex and intensive single family units.

The overall concept of the landscape for the multi-family unit types is simple and elegant designed courtyards, patios, roof terraces and entry courts juxtaposed with the natural forest and mountain character landscape. The landscape character surrounding the buildings for both multi-family and duplex/intensive single family units should be very naturalistic, while the landscape directly associated with the usable outdoor living areas should reflect a structured, simple, refined and elegant look.

All landscape development for the residential sites should serve a purpose such as but not limited to:

- Forest restoration and enhancement of natural forest setting
- Visual Screening
- Rain water collection
- Defining outdoor space
- Re-enforcing the architecture



Stone Landscape Features



Public Realm



Integrate Landscape with Architecture & Natural Setting

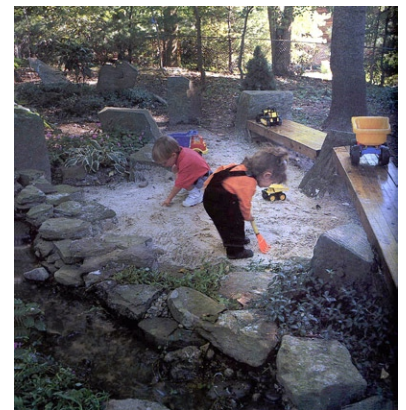
PORTEAU COVE DESIGN GUIDELINES

- Linking the indoor with the outdoor
- Providing drama and Framing views

- 7.3.1 **Landscape integration.** All landscape development should reinforce and integrate with the architecture and natural setting. Landscape should be usable/visible/have a purpose.
- 7.3.2 **Plant material.** Plant materials used in the residential parcels should provide a rich experience of texture, fragrance, drama, and colour. The palette of plant materials for each parcel should reflect a moderate number of plant materials. The majority of plant materials are to be selected from the recommended list (see Appendix A). Refer to Appendix B - list of prohibited plants, due to their invasive or noxious character.
- 7.3.3 **Landscape materials.** The landscape materials suggested and anticipated for the residential parcels should be natural as well as refined in character.
- 7.3.4 **Sustainability.** Wherever feasible sustainability should be visibly evident in the landscape development. See Sustainability Section.
- 7.3.5 **Water features.** Where applicable, water features of re-circulating rain water should be considered in public and semi-public courtyard and patio areas to minimize highway noises. These water features should be integral to the landscape architectural design .
- 7.3.6 **Children's play.** Mutli- family residential parcels should incorporate opportunities for children's play within the parcel development unless a neighbourhood park with a play area is within a 10 minute walking distance.
- 7.3.7 **Fencing.** Security fencing and perimeter fencing of multi-family parcels is prohibited, except where recommended adjacent to dense woodlands for bear safety/protection.
- 7.3.8 **Automatic irrigation.** All multi-family residential parcels shall have an automatic irrigation service for all landscape areas over structure. Irrigation in other areas shall be minimized and energy efficient, if used.
- 7.3.9 **Rooftop planting.** Green roofs may be used on flat roofs on multi-family buildings, particularly when highly visible from the road or surrounding development. Such roofs should follow best practices for green roofs, taking into account the mountainside environment.



Use Natural Materials



Opportunities for Child Play in Natural Environment

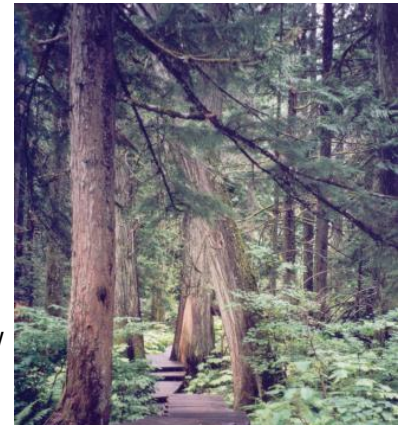
7.4 Tree Management

Much of the site is currently in a natural wooded state. The intent is to minimize the intrusion of development into forested areas. A large portion of the site is protected from development through open space designation.

- 7.4.1 For trees located on development parcels, retention should occur where possible through sensitive site planning, and significant trees should be incorporated into the development.
- 7.4.2 When trees are removed to site buildings, an uneven staggered edge rather than a straight line of trees is recommended to maximize edge habitat for wildlife, regenerate understorey growth and reduce windthrow hazards.
- 7.4.3 A clearing zone should be identified on each development parcel that encompasses the area of the building envelope and up to a 6m buffer area.
 - 7.4.3.1 Significant trees within the lot and outside the clearing zone are to be retained and preserved during construction through the creation of tree protection zones. Trees other than significant trees and understory vegetation located outside the clearing zone and not within a protective easement on specific development parcels may be removed or selectively pruned to improve views, air movement and light penetration.

Trees in potential retention areas should be assessed to determine significance, level of effort for retention and potential hazards associated with retention. Additional considerations should be taken to overall stand management and safety including windfirming edges and fire hazard management.

- 7.4.3.2 Prior to any work being carried out in any phase of the development the contractor will meet with the Landscape Architect or Arborist to confirm the tree clearing boundary and tree protection zones. This boundary shall be completely flagged, clearly marked and fully protected. No access will be allowed into the areas beyond the tree clearing boundary for the duration of construction, except for safety reasons.
- 7.4.4 Trees and vegetation to be retained are to be protected during construction. Tree protection zones should be assigned based on individual tree assessments for age, diameter size and species tolerance to disturbance. Bright coloured, reusable construction fencing and/or wood hoarding should surround tree protection zones. The following activities shall not be permitted in the designated tree protection zones:
 - * Clearing, grading, filling or excavation;
 - * Passage of vehicular traffic including trucks, excavators, backhoes and similar vehicles including
 - * the use of grubbing buckets or blades for vegetation removal;
 - * Storage or piling of construction materials such as sand, aggregates, soil, lumber, formwork, pipes or similar items;
 - * Disposal of waste materials such as paint, solvents or gyproc mud, the washing of cement or stucco machines, or the piling of other waste construction materials;
 - * The location of portable toilets, generators, ancillary service



- * machines, portable sheds and other storage units; or
The disposal of excess water accumulating within the construction area.

7.4.5 Tree topping is to be avoided as it deforms native trees and may result in the degradation of tree integrity and stability.

8. PUBLIC REALM LIGHTING

8.1 Overall Strategy.

The overall strategy for site wide lighting, including that for roads and public areas, is to provide the minimum levels necessary for pedestrian and vehicular safety, security and visibility while minimizing light pollution and ensuring the 'Night Sky' is preserved. Light pollution from the development has been identified as a potential issue from the campsite and areas of Porteau Cove Provincial Park.

- 8.1.1 Fixtures should have a contemporary feel yet fit within the mountain environment.
- 8.1.2 Utilize energy efficient fixtures that produce a soft natural quality of lighting. A white light character that shows true colours, such as Metal Halide, is preferred.

8.2 Street, Parking and Pathway Lighting.

The intent of the overall lighting approach is to minimize the street lighting and light pollution generated from inefficient and inappropriate light fixtures. The lighting character will vary with each street or path type, and will reflect the quality of the overall development.

- 8.2.1 Minimize the lighting in the village by providing more indirect street and pedestrian level lighting only.
- 8.2.2 Roadway lighting will only be provided within the Village Centre and at intersections/entrances, unless required by MOT for safety reasons (e.g., on tight curves.)
- 8.2.3 Parking areas, pathways and other pedestrian areas will use bollard fixtures and suitable pole mounted fixtures.

8.3 Landscape Lighting.

- 8.3.1 Where provided, low landscape elements should contain the lighting source. Tree lighting to be indirect. The source of landscape lighting should not be visible from the street or adjacent lots.
- 8.3.2 The use of timed dimmers and motion sensor actuated lighting is recommended for use in exterior locations where illumination at full intensity level is not required during all the non-daylight hours.
- 8.3.3 Flashing, blinking or coloured lighting is not permitted (except for seasonal holidays.)



Examples of low level street lighting

Lighting Examples

PORTEAU COVE DESIGN GUIDELINES

9. SITE FURNISHINGS

Site furniture in the public realm includes benches, garbage and recycling receptacles, and bicycle racks. Selected products will reinforce the project theme, and shall be durable, easily maintainable and readily available. Site furnishings in the Village core shall include benches, garbage and recycling receptacles, and bike racks. In other areas of the development, including parks and trails, site furnishings will generally be limited to benches and potentially garbage receptacles. Heavier, more rustic looking site furnishings are encouraged in these areas. Site furnishings should be durable and well made.

9.1 Village Centre

9.1.1 Site furnishings within the Village Core shall be made of natural materials, preferably wood and metal, with a rustic yet refined look, as illustrated in these images.

9.1.2 Trash receptacles shall also provide for recycling, and shall be bearproof.

9.2 Other Areas

9.2.1 Trash receptacles shall also provide for recycling, and shall be bearproof.



Trash Receptacle Examples

Bench Examples

PORTEAU COVE DESIGN GUIDELINES

10. SIGNAGE

10.1 Overall Strategy:

Signs in the public realm will fulfill two functions: project identity and wayfinding. Project identity signs will be located at site arrival points, and provide the first impression of the village character.

- 10.1.1 Signage should be simple, rustic yet refined, and incorporate natural materials from the area such as wood and stone.
- 10.1.2 There should be a consistent sign system for village entry points, streets, parking entrances, service areas and buildings.
- 10.1.3 Way-finding and information signage throughout the development shall be kept to the minimum size and number required to direct and inform vehicle drivers and pedestrians.

10.2 Sign Types

- 10.2.1 **Gateway Signs.** Gateway signs should be substantial, made of natural materials from the area - wood and stone. Simple and natural looking graphics, reflecting aesthetic of project... Minimally lit.
- 10.2.2 **Project Signs.** Signage should be low key and coordinated with the architectural features and finishes of each building.
- 10.2.3 **Information Signs.** Signage associated with recreational elements (trails / trailheads, parks, open spaces, viewpoints, interpretive signage) shall be wood and in a style similar to that of BC Parks. Solar panels shall be used to light trail signage where feasible.



Information Sign Examples

Gateway and Project Sign Examples

11. SUSTAINABILITY

11.1 Sustainability Measures

A variety of green development guidelines identify ways to achieve and maintain a high level of inherent sustainability and healthy living - assure energy efficiency, a wholesome living environment, durability, and effective use of local materials. These have been incorporated in other sections of these guidelines, and include provisions for recycling and composting, potential use of green roofs, measures to reduce irrigation or use rainwater for irrigation, use of native plants, etc.

11.2 Stormwater Management

One critical element in the sustainability measures for the project is the natural stormwater management program. Stormwater is an integral part of the Porteau Cove community experience. It is a resource that needs to be protected and celebrated. Design of stormwater Best Management Practices should integrate with the architecture and natural setting of the mountain community.

Stormwater management best management practices are included in more detail in the Integrated Stormwater Management Plan (ISMP). For completeness, the following summary is included in these design guidelines. Refer to the ISMP for more detail.

11.2.1 For Roadways (not including the Village):

- 11.2.1.1 Maintain existing drainage routing and catchment areas to the extent possible
- 11.2.1.2 Provide Best Management Practices to capture the first 50mm of runoff from impervious surfaces in a 24 hour period.
- 11.2.1.3 Provide water quality Best Management Practices to treat the first 100mm of rainfall from impervious surfaces in a 24 hour period.



11.2.2 For the Village:

- 11.2.2.1 Attempt to provide source control Best Management Practices to capture the first 40mm of rainfall from impervious surfaces in a 24 hour period.
- 11.2.2.2 Provide Best Management Practices to detain the second 40mm (40mm to 80mm) of runoff from impervious surfaces in a 24 hour period and release at predevelopment levels.
- 11.2.2.3 Provide water quality Best Management Practices to treat the first 80mm of rainfall from road surfaces in a 24 hour period.



11.2.3 For Multi-Family Lots (not including the Village):

- 11.2.3.1 Provide on-site Best Management Practices to capture the first 50mm of runoff from impervious surfaces in a 24 hour period and infiltrate, evapotranspire, reuse or redistribute to vegetated areas.
- 11.2.3.2 Provide on-site Best Management Practices to detain the second 50mm (50mm to 100mm) of runoff from impervious surfaces in a 24 hour period and release at predevelopment levels.



11.2.4 Best Management Practices

11.2.4.1 For building sites on impervious soils, BMP's include but are not limited to the following

- Impervious area reduction
- Porous pavement
- Green Roofs
- Rain barrels
- Rain gardens/absorbent landscaping
- Constructed wetlands/wet ponds

11.2.4.2 For building sites on pervious soils, in addition to those listed in 8.4.2.1 above, BMP's include but are not limited to the following:

- Infiltration trench/field
- Detention trench/field

11.2.4.3 For roadways, suitable BMP's include but are not limited to the following:

- Impervious area reduction
- Oil and grit separators
- Detention ponds
- Constructed wetlands
- Vegetated filter strips
- Bioswales

11.2.4.4 Ditches and swales on steep slopes to have check dams or coarse lining material to reduce runoff velocities.



APPENDIX A

RECOMMENDED PLANT LIST

Native Plants

Trees

Vine Maple	<i>Acer circinatum</i>
Bigleaf Maple	<i>Acer macrophyllum</i>
Japanese Maple	<i>Acer palmatum</i>
Norway Maple	<i>Acer platanoides</i>
Red Alder	<i>Alnus rubra</i>
Arbutus	<i>Arbutus menzeisii</i>
White Wonder Dogwood	<i>Cornus "Eddie's White Wonder"</i>
Pacific Dogwood	<i>Cornus nuttallii</i>
Cascara	<i>Rhamnus purshiana</i>
Shore Pine	<i>Pinus contorta</i>
Quaking Aspen	<i>Populus tremuloides</i>
Douglas Fir	<i>Pseudotsuga menziesii</i>
Western Red Cedar	<i>Thuja plicata</i>
Canadian Hemlock	<i>Tsuga canadensis</i>
Western Hemlock	<i>Tsuga heterophylla</i>

Shrubs

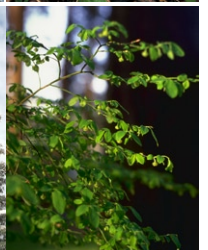
Strawberry Tree	<i>Arbutus unedo</i>
Azalea	<i>Azalea sp./varieties</i>
Red Twig Dogwood	<i>Cornus sericea</i>
Enkianthus	<i>Enkianthus campanulata</i>
Salal	<i>Gaultheria shallon</i>
Mountain Laurel	<i>Kalmia latifolia</i>
Oregon Grape	<i>Mahonia aquifolium, Mahonia nervosa</i>
Sweet Gale	<i>Myrica gale</i>
Osmarea	<i>Osmarea burkwoodii</i>
Oregon Box	<i>Pachystima myrsinites</i>
Mock orange	<i>Philadelphus lewisii</i>
Red Flowering Currant	<i>Ribes sanguineum</i>
Rhododendron	<i>Rhododendron sp./varieties</i>
Nutka Rose	<i>Rosa nutkana</i>
Arctic Willow	<i>Salix arctica</i>
Pussy willow	<i>Salix discolor</i>
Hooker's Willow	<i>Salix hookeriana</i>
Red Elderberry	<i>Sambucus racemosa</i>
Edible blueberry	<i>Vaccinium corymbosum</i>
Evergreen Huckleberry	<i>Vaccinium ovatum</i>
Huckleberry	<i>Vaccinium parvifolium</i>

Note: Kinnickinick, Red twig dogwood and other berry producing shrubs attractive to bears should not be the predominant species in new landscaping.

Vines and Groundcovers

Kinnickinick	<i>Arctostaphylos uva-ursi</i>
Clematis	<i>Clematis sp.</i>

USE NATIVE PLANTS



APPENDIX A (Continued)

Bunchberry	Cornus canadensis
Wild Strawberry	Fragaria virginiana
Western Bog Laurel	Kalmia macrophylla ssp. occidentalis
Trailing Blackberry	Rubus ursinus
Fringecup	Tellima grandiflora

Bulbs, Perennials, Ferns and Grasses

Vanilla leaf	Achlys triphylla
Yarrow	Achillea millefolium
Maidenhair Fern	Adiantum pedatum
Red columbine	Aquilegia formosa
Goat's Beard	Aruncus sylvester
Wild Ginger	Asarum caudatum
Lady Fern	Athyrium filix-femina
Deer Fern	Blechnum spicant
Great Camas	Camassia leichtlinii
Common Camas lily	Camassia quamash
Pacific Bleeding Heart	Dicentra formosa
Coastal Wood Fern	Dryopteris arguta
Fawn lily	Erythronium sp.
Skunk cabbage	Lysichiton americanum
False Lily-of-the-Valley	Maianthemum dilatatum
Licorice Fern	Polypodium glycyrrhiza
Sword Fern	Polystichum munitum
Broad leafed stonecrop	Sedum spathulifolium
False Solomon's Seal	Smilacina racemosa
Piggyback Plant	Tolmeia menziesii

Non-native Plants that meet the following criteria are allowed in multi-family development areas:

- o Drought tolerant
- o Provide habitat value
- o Are non-invasive
- o Low maintenance
- o Hardy to Zone 7

APPENDIX B

PROHIBITED PLANT LIST

Invasive Species

Butterfly Bush	Buddleia davidii
Cotoneaster	Cotoneaster spp.
English Hawthorn	Crataegus laevigata
Daphne	Daphne laureola
English Ivy	Hedera helix
Holly	Ilex spp.
Laurel Varieties	Prunus laurocerasus varieties
Zabel Laurel	Prunus zabeliana

Noxious, Toxic or Invasive Species

Sweet Vernal Grass	Anthoxanthum odoratum
Giant Reed	Arundo donax
Spotted Knapweed	Centaurea maculosa
Canada thistle	Cirsium arvense
Cattails	
Field Bindweed	Convolvulus arvensis
Hedgehog Dogtail	Cynosurus echinatus
Scotch Broom	Cytisus scoparius
Orchard Grass	Dactylis glomerata
Spurge-laurel	Daphne laureola
Leafy Spurge	Euphorbia esula
Giant Hogweed	Heracleum mantegazzianum
Velvet Grass	Holcus lanatus
Hairycats Ear	Hypochoeris radicata
Yellow Flag Iris	Iris pseudacorus
Dalmation Toadflax	Linaria dalmatica
Purple Loosestrife	Lythrum salicaria
Giant Knotweed	Polygonum sachalinense
Japanese Knotweed	Polygonum cuspidatum
Himalayan Blackberry	Rubus discolor
Tansy Ragwort	Senecio jacobaea
Carpet Burweed	Soliva sessilis
Gorse	Ulex europaeus

No Fruit Trees