

#2 Queensborough Commercial

The Queensborough Commercial areas, identified as Development Permit Area #2 [see Map A], are designated to provide a framework for commercial development without a residential component. This Development Permit Area encourages best practices for promoting water and energy conservation and reducing greenhouse gas emissions. It also establishes guidelines for the form and character of commercial development.

[BYLAW NO. 8151, 2019]

Properties located within this Development Permit Area that are zoned Light Industrial Districts (M-1) that develop industrial uses in accordance with the zone must instead comply with the guidelines included in the Queensborough Industrial and Mixed Employment Development Permit Area.

DESIGN GUIDELINES

MASSING

- QC.1** Building massing must contribute to a pedestrian scale neighbourhood character. Consider the following:
- Use a building height to street and/or parking area width proportion that reinforces a pedestrian scale streetscape.
 - Use substantial vertical architectural features (e.g. changes in building height, bays, high voids) to break the massing of multiple unit buildings into smaller modules of similar scale.
 - Relate the modules to the organization of interior space such that the expression of individual units is reflected in the overall form of the building.
 - Configure storefronts to be, or have the appearance of being, a maximum of 9 metres (30 feet) in width. Achieve this with large format retail units by setting most of the floor area at the rear of the building and behind other smaller retail units that front onto the street.
 - Use horizontal architectural elements to define floor-to-floor transitions, roofs and cornice lines.
 - Design the roof to minimize the overall building mass, incorporating articulation and variations in roof planes (e.g. dormers, gables, crenelated parapets) to break up roof mass and reduce building scale.
 - Reinforce the pedestrian scale massing by designing all buildings to have a heavier “base” and lighter “top” that are visibly differentiated by use of material (e.g. masonry on the base and wood siding on the top) and details (e.g. cornice treatments at the top).

SITING

Building siting must contribute to a pedestrian scale neighbourhood character. Consider the following:

QC.2

- Orient commercial units to front all streets, drive aisles and/or city trails and greenways immediately adjacent to or within the development, except where the adjacent street is a highway or truck route.
- For all corner lots and/or corner units, locate and design buildings to address all frontages, including public and internal streets, city greenways and/or drive aisles except service driveways.

Building siting must respect the existing neighbourhood and site context by minimizing the impacts of noise and exhaust to pedestrians and neighbours. Locate service areas and mechanical equipment (e.g. utilities, HVAC, meters) at the rear of buildings and away from neighbouring uses. Minimize visibility of service areas and mechanical equipment from streets, open spaces and neighbours (e.g. screen, reduce service and garage opening size, use shared service areas).

QC.3

CHARACTER

All buildings and developments must be designed to have a high quality, cohesive appearance that enhances the overall quality of the community. Consider the following:

QC.4

- Use an architectural approach (i.e. massing, facade treatment, detailing, materials and colour choice) which is harmonious with the riverfront community context.
- Create a cohesive streetscape. Use a similar alignment of windowsills, building and roof lines, cornices, and floor-to-floor spacing along the street block.
- Design all buildings within a development and/or all elements of an individual building, to the same architectural style. Provide enough variety (e.g. through massing, architectural detail) to avoid a monotonous appearance when the development is viewed as a whole and to reinforce individual building identity.
- Coordinate lighting, outdoor furniture and garbage receptacles and design outdoor areas (e.g. walkways, patios) and landscape elements (e.g. retaining walls, fences, screening) to be consistent with the style, materials, colour and quality of the overall development.

Provide public art to help enrich outdoor spaces and create pedestrian scale landmarks, particularly in commercial areas. Use art that highlights Queensborough’s sense of place and is unique to each location.

QC.5

ENTRANCES

- QC.6** Primary pedestrian entrances into buildings must be integrated into the design of the building, yet be clearly expressed. Consider the following:
- Articulate massing to identify building entrances (e.g. tall voids, central mass, recessed entry).
 - Frame with a secondary roof element (e.g. fabric awnings, fixed metal canopies, overhangs, but internally illuminated awnings should not be used) to identify building entrances and protect from weather. Continue the sheltering element along the length of the building to provide continuous weather protection and visual interest.
 - Highlight pedestrian entrances to the buildings more than vehicle entrances.
- QC.7** Building entrances must be located and designed to have a strong relationship with the street, parking area and/or drive aisle. Consider the following:
- Provide each commercial unit with its own entry directly on and at-grade with the street, except for an entry to a commercial unit voluntarily complying with the Flood Construction Level.
 - Provide a separate entrance for offices and for commercial uses where these are in the same building, whether within the same or different storeys.

WINDOWS

- QC.8** Windows must contribute to an interesting, pedestrian scale environment. Street level windows must be display windows that allow visual penetration into the main commercial area of the store. Consider the following:
- Use windows which are of clear glass (e.g. not tinted, reflective or opaque).
 - Design display windows to encompass a minimum of 40% and a maximum of 80% of the storefront linear frontage.
 - Use windows which are rectangular or square in proportion, except for accent windows which may have a unique shape.
- QC.9** Use strategies to facilitate passive heating in cooler months and reduce unwanted heat gain in summer months. Consider the following:
- Ensure a solar heat gain coefficient of 50% or better for south facing windows to maximize solar gain during winter.
 - Use exterior shading devices (e.g. awnings, canopies, overhangs, light shelves, louvers) which provide shade from the high summer sun, but provide solar access to the low winter sun. Use these devices particularly on south facing windows.

ROOFS

Rooftops must appear clean and attractive and in keeping with the architectural style of the building. Consider the following:

QC.10

- Locate and screen mechanical and service equipment such that it appears as an integral part of the building when viewed from any angle.
- Finish the surface of roofs with a material that is attractive and easy to maintain to a high level of neatness.
- Design roofs to reduce the urban heat island effect.

MATERIALS & COLOURS

All principal and accessory buildings within a development must use a cohesive palette of materials and colours that is consistently applied and contributes to the overall quality of the community. Consider the following:

QC.11

- Use a natural palette of wood, stone or brick and muted paint colour tones (e.g. Benjamin Moore's Historical Vancouver True Colours).
- Consistently apply materials to all sides of a building (i.e. do not emphasize the principal facade with lesser treatment on the other facades).
- Change building materials and/or colours at interior or "reverse" corners of a building, not at exterior corners or at changes in a facade plane.
- Use an accent colour which is harmonious with the main colours of the materials and colours palette to unify the overall palette and to highlight architectural details (e.g. eaves, window and door trim, railings).
- Use matte finishes or finishes with a low level of reflectivity. Reflective materials (e.g. mirrored glass, polished stone) should be avoided.

Each development must use building and hardscape materials that are durable and appropriate to their use, the local climate, and the urban environment.

QC.12

Consider the following:

- Use high quality building materials (e.g. wood, stone, brick, or acceptable alternative) rather than materials that are visibly simulated (e.g. vinyl siding) or are inappropriate for an urban area (e.g. untreated or rough-sawn wood).

FACADES

QC.13 The facades of all building walls that face public or internal streets, drive aisles, pedestrian pathways, parks or open space must provide visual interest. Consider the following:

- Use architectural elements (e.g. fenestration, vertical and/or horizontal design elements, secondary roof elements) and/or material or colour change.
- Ensure blank walls do not occupy over 50% of the frontage, and a section of blank wall does not exceed six linear metres (20 linear feet) without being interrupted by a window or entry, except for facades facing the service driveway.

SIGNS

QC.14 Signs must be designed to be consistent with the architectural style, scale and materials of the development/building and its surrounding context. Consider the following:

- Integrate signs into the detailing of the building (i.e. not applied as an afterthought) but subordinate to the overall building composition.
- Make signs visible from the street without being visually obtrusive. Design the size, location and information to be oriented to pedestrians.
- Use indirect lighting from fixtures integrated into the overall design and character of the development and/or building.

LIGHTING

QC.15 All public and semi-private sidewalks and open spaces must be equipped with lighting. Consider the following:

- Use unobtrusive fixtures which are consistent with the architecture of the building and its surrounding context.
- Use shielded down lighting that provides for security, ambient lighting and enhances architectural and landscape details but minimizes light pollution.
- Minimize energy used in exterior lighting by using energy efficient lighting (e.g. LED, solar-powered) and timer, motion or photo-activated lighting for all exterior areas, including walkways and driveways and for security lighting.

TRAILS & GREENWAYS

All waterfront properties must provide public access to the river. Consider the following: **QC.16**

- Provide public features at key points, such as waterfront lookout points, rest spots and entry gateway elements.
- Design all elements of the Perimeter Trail to have a high quality, cohesive appearance that harmonizes with the riverfront community context.
- Use a cohesive palette of durable, high quality materials which are appropriate to the use and the local climate. Maximize the use of environmentally responsible materials.

Each development adjacent to any trail, as identified on the Parks, Trails and Greenway Streets Map, must set buildings and other structures well back from the walkway. Ensure the separation between private and public space is visually and physically well-defined (e.g. planting, low fences, hedges). Ensure there are no barriers to public access to the walkway.

ACCESSIBILITY

Endeavour to make all pathways, building entrances and amenities of a site accessible by people of varying ability. Consider the following: **QC.17**

- Build sidewalks and pathways a minimum 1.8 metres (5.9 feet) wide with non-skid, uniform walking surfaces.
- Locate entrance ramps and lifts in areas that are highly visible, easy to use and connected to the sidewalk.
- Where steps or high thresholds (e.g. related to FCL requirements) create a barrier, provide an alternative route that is easily accessible to everyone.
- Locate site furnishings (e.g. lighting, bollards, signage, guardrails, seating) where they will not impede easy passage for those using a mobility device (e.g. wheelchair, scooter) or people who are visually impaired.
- Locate parking for those with ability challenges close to accessible building entrances.
- Use light fixtures that emit white light (i.e. not orange light) in all outdoor areas. White light facilitates better visibility.

SAFETY

Each development must provide a Crime Prevention Through Environmental Design (CPTED) report outlining the use of CPTED strategies in the design of developments and buildings, including open space. **QC.18**

TREES & PLANTING

- QC.19** Each development must use the BC Society of Landscape Architects' and BC Landscape and Nursery Association's "BC Landscape Standard Guidelines (Latest Edition)" in specifying, selection, site preparation, installation and maintenance of all trees and other plant materials.
- QC.20** Each development must integrate trees, including shade trees. Consider the following:
- Retain existing mature trees wherever possible. Where tree removal is unavoidable, replace with a number, species and size of trees that creates equal value.
 - Plant new trees in all parking areas and along internal streets and pathways.
 - Locate deciduous trees on the south and west side of buildings to provide shade and minimize unwanted heat gain during summer and provide solar access and passive solar gain during winter.
- QC.21** Tree species and other plant materials must be of high quality, suited to their purpose and contribute to the overall quality of the community. Consider the following:
- Choose species that are successful in the urban environment, easy to maintain, are non-invasive and suited to Queensborough's high water table. Selected tree species should also have less aggressive rooting habits.
 - Use broadleaf deciduous tree species, wherever possible, for all shade trees including trees in parking areas. Select species that have a minimum mature height of 15 meters (49 feet).
- QC.22** All trees must be planted so that they will successfully become established and develop a full canopy over time. Consider the following:
- Plant street trees on internal streets in a minimum 3 metres (9.8 feet) soil boulevard. For internal streets where the boulevard is paved, plant street trees in a continuous trench finished with a tree grate around each tree.
 - Space internal street trees consistently and so that their canopies touch at maturity, generally one tree every 6 to 8 metres (20 to 26 feet), depending on species.
 - In parking areas, plant shade trees at an approximate ratio of one tree for every five spaces. Plant trees in a minimum 3 metres (9.8 feet) wide continuous trench and protect trees with bollards or tree guards.

PARKING & ACCESS

All parking associated with a development must be located and designed to reinforce a pedestrian oriented neighbourhood character and scale. Consider the following: **QC.23**

- Integrate structured parking with the building design and have usable building space (e.g. shallow commercial retail units) facing public streets, parks and open spaces.
- Provide off-street surface parking behind the buildings, as required.
- Reduce visual scale and glare of large expanses of pavement by creating smaller parking areas divided by landscaped sections which provide semi-transparent screening.
- Visibly and physically separate pedestrian walkways from parking areas (e.g. distinguish through grade separation, bollards, trees in tree guards, distinct paving).
- Minimize the number of times driveways and/or internal streets cross sidewalks.

New development must not result in an increase in the number of rail line crossings which would result in an increase in train whistles. Remove or consolidate existing driveways, wherever possible, to reduce the need for trains to whistle. **QC.24**

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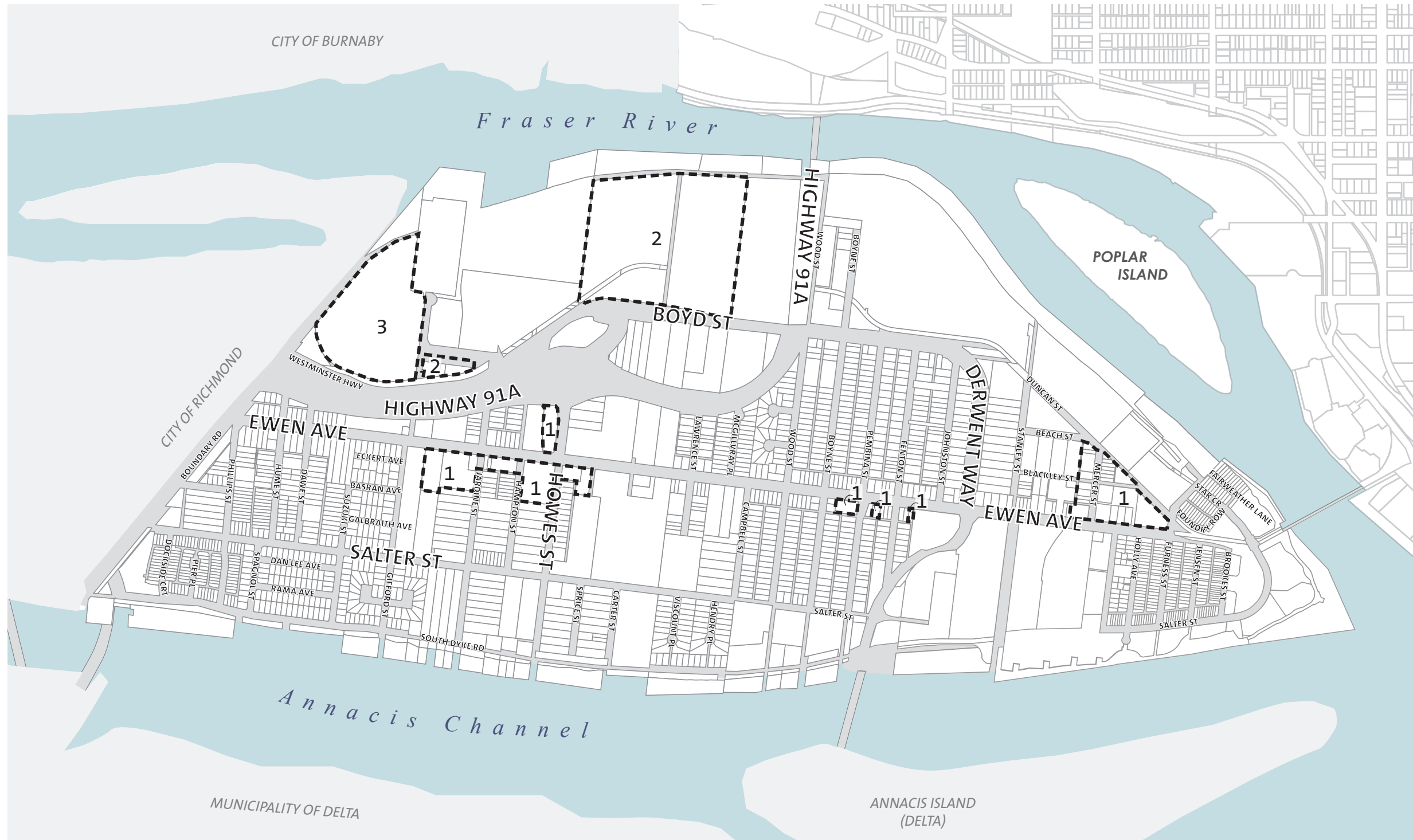
Infrastructure for electrical vehicles for commercial and institutional uses with more than 10 parking spaces, should provide an energized outlet Level 2 or higher for a minimum of one parking space for every 10 spaces, plus one space for additional parking spaces that number less than 10. In some cases, in addition to an energized Level 2 outlet, electric vehicle supply equipment may be required. **QC.25**

#3 Queensborough Casino

The Queensborough Destination Casino area, identified as Development Permit Area #3 [see Map A], is designated in order to provide an opportunity for a regional destination entertainment use including a hotel. This area is designated in order to establish guidelines for the form and character of the mixed-use development.

Development permits issued in this area shall be in accordance with the Development Guidelines prepared for Star of Fortune Gaming Management (B.C.) Corp, Inc. No.537205 by Stantec Architecture dated March 9, 2004 and the following design guidelines for Development Permit Area #2: Queensborough Commercial.

Map A Commercial and Mixed-Use Development Permit Areas



Commercial and Mixed-Use Development Permit Areas

1. Queensborough Main Street
2. Queensborough Commercial
3. Queensborough Casino

[BYLAW NO. 8021, 2018; 8151, 2019]