

#2 Intertidal

The Intertidal area, identified as Development Permit Area #4 [see Map C], is designated in order to provide a framework for waterfront development associated with the working river and to provide an opportunity for continued commercial and industrial development. This Development Permit Area encourages best practices for protection of the natural environment, its ecosystems and biological diversity. It also establishes guidelines for the form and character of industrial, commercial and intensive residential (e.g. float home) development in this area.

DESIGN GUIDELINES

ENVIRONMENT

Wherever possible, increase the shoreline habitat value and connectivity (i.e. improve from green to yellow FREMP coded classification, and improve from yellow to red FREMP coded classification). **IN.1**

[BYLAW NO. 8151, 2019]

Obtain the necessary approvals and comply with the requirements of relevant environmental approval agencies such as Environment Canada, Fisheries and Oceans Canada, BC Ministry of Environment or Port of Vancouver. **IN.2**

SITING

Building siting must respect the existing neighbourhood and site context. **IN.3**
Consider the following:

- Consider existing buildings and outdoor spaces when siting new buildings, including the location of windows and entrances, overlook of outdoor space, impacts to air circulation and light penetration, etc.
- Site buildings to retain and enhance heritage assets by incorporating them into the development of the site, wherever possible, including buildings, engineering works and/or cultural landscapes, as well as significant landscape features (e.g. mature vegetation and trees, distinctive landforms).

MATERIALS & COLOURS

Each development must use building and hardscape materials that are durable and appropriate to their use, the local climate, and the urban environment. **IN.4**
Consider the following:

- Use a marine palette of high quality building materials such as wood and metal, and marina colour tones (e.g. red, blue).
- Use matte finishes or finishes with a low level of reflectivity. Reflective materials (e.g. mirrored glass, polished stone) should be avoided.

CHARACTER

IN.5 All developments must be designed to have a high quality, cohesive appearance that enhances the overall quality of the community. Consider the following:

- Coordinate lighting, outdoor furniture and garbage receptacles and design outdoor areas (e.g. walkways, gangways) and landscape elements (e.g. retaining walls, fences, screening) to be consistent with the style, materials, colour and quality of the overall marina development.
- Select project names that evoke Queensborough's riverfront community context and/or the legacy of its historically prominent citizens.

IN.6 Provide public art to help enrich outdoor spaces and create pedestrian scale landmarks. Use art that highlights Queensborough's sense of place and is unique to each location.

HERITAGE

IN.7 Each development must follow the Standards and Guidelines for the Conservation of Historic Places in Canada for all physical work to heritage assets.

IN.8 Reuse historic industrial and agricultural artefacts on redevelopment sites (e.g. as public art).

ENTRANCES

IN.9 Development entrances must be located and designed to have a strong relationship with the street. Consider the following:

- Clearly express primary pedestrian entrances.
- Make entries visible from, oriented toward and directly connected (via a short pathway and/or stairs) to the street.
- Distinguish entrances with an arrival feature (e.g. gateway) at the point where the semi-private sidewalk meets the public sidewalk.

SIGNS

IN.10 Signs must be designed to be consistent with the architectural style, scale and materials of the development and/or 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 that are integrated into the overall design and character of the development and/or building.

LIGHTING

All walkways, gangways and parking areas must be equipped with lighting. Consider the following:

IN.11

- Use unobtrusive fixtures which are consistent with the architectural style of the marina.
- Use shielded down lighting that provides for security, ambient lighting and enhances architectural and landscape details but minimizes light pollution. Lighting should be shielded so as not to affect navigation.
- 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 the Perimeter Trail. Consider the following:

IN.12

- 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.

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:

IN.13

- For parking lots, 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 surface 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.

Entrances must be designed to ensure access to the dyke for maintenance.

IN.14

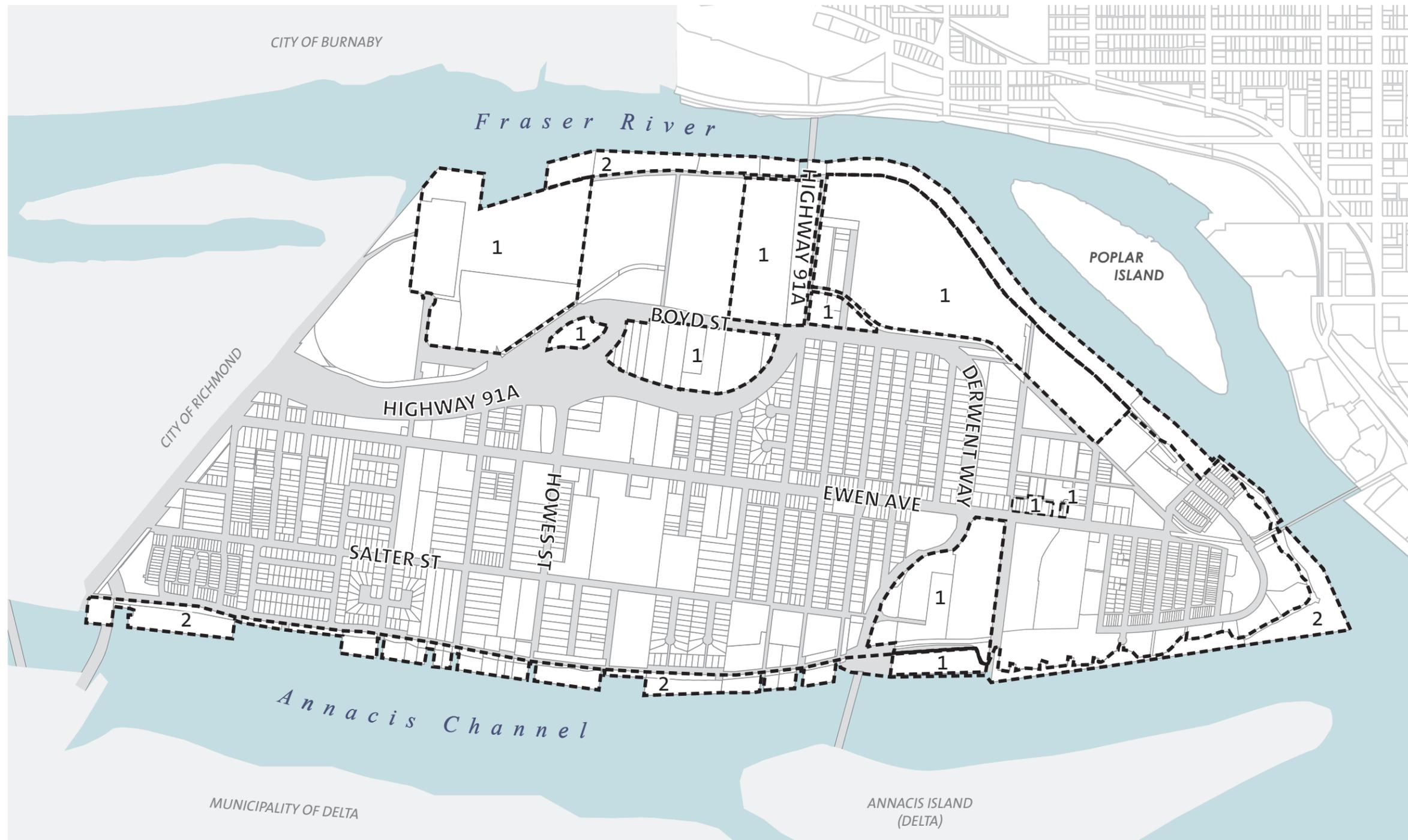
TREES & PLANTING

- IN.15** 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.
- IN.16** 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 pathways, except where they will interfere with the function of the dyke.
- IN.17** 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 metres (49 feet).
- IN.18** Plant all trees so that they will successfully become established and develop a full canopy over time. Consider the following:
- 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) continuous trench and protect trees with bollards or tree guards.
- IN.19** Develop and/or enhance areas of understorey and/or foreshore vegetation using diverse, multi-storey planting which will support habitat for smaller wildlife, songbirds and important pollinators such as bees, butterflies and dragonflies.

SAFETY

- IN.20** 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.

Map C Industrial And Mixed Employment Development Permit Areas



**Industrial and Mixed
Employment Development
Permit Areas**

- 1. Queensborough Industrial and Mixed Employment
- 2. Intertidal

[BYLAW NO. 7982, 2018; 8151, 2019]

DEVELOPMENT PERMIT AREAS