## **Development Permit Area C1 – Uptown Commercial**

Category:	D – Uptown Revitalization Area F – Commercial
Area:	Development Permit Area No. C1, as shown on map 'Schedule No. 2.3', includes the uptown commercial core area of Qualicum Beach.
Justification:	The Downtown Revitalization Strategy was adopted by Council in 1992. The Downtown Revitalization Concept Plan followed in 1994. It is the intent of the Plan to implement the objectives of the revitalization studies through a balance of improvements initiated by the Town and through development permits as redevelopment proceeds. Detailed "Village Design Guidelines" were completed and incorporated into the Plan in February 1997. The area is now referred to as "uptown".
Guidelines:	<ol> <li>Development Permits in this area shall substantially conform to the following general guidelines and the detailed "Village Design Guidelines" which is attached as "Appendix A" and forms part of this Bylaw:</li> <li>Buildings shall avoid massive building components in favour of smaller clustered designs of human scale. Breaks in the street frontage to accommodate driveways and parking shall be avoided along the major shopping streets, where possible.</li> <li>Courtyards and "boutique"-like clustering of commercial premises with associated street furniture scaled toward Pedestrian traffic are desirable. Public spaces for community gathering should be integrated into designs wherever possible. Lighting should be adequate, but should avoid the use of high-intensity fixtures in favour of more ornamental lighting at lower levels of illumination.</li> <li>Parking facilities shall be integrated with on-site landscaping. Smaller, clustered facilities are preferable to large blacktopped areas.</li> <li>Residential uses may be considered on the ground floor subject to the following conditions:         <ul> <li>a) Ground-floor dwelling units must not have direct street frontage.</li> <li>b) Ground-floor dwelling units must be adaptable to future commercial uses.</li> </ul> </li> </ol>