

## Development Permit Area M1 – Village Neighbourhood

<b>Category:</b>	F – Multi-family Residential
<b>Area:</b>	Multi-family development properties, excluding single-family dwellings with secondary suites, carriage houses or garden suites, within the “Village Neighbourhood” Development Permit Area M1, as illustrated on map ‘Schedule 2.3’.
<b>Justification:</b>	<p>The successful integration of multi-family residential uses into the “Village Neighbourhood” requires that they match the scale of adjoining residential areas, while providing some landscape buffering towards adjacent properties, without creating an enclave that separates the buildings from the surrounding community.</p> <p>The objective of the development permit is to ensure that any additional development be at a scale and size to complement both the casual pedestrian scale of the commercial core areas and adjoining single-family areas.</p>
<b>Guidelines:</b>	<p>Development Permits issued for multi-family developments in this area shall be in accordance with the following general guidelines:</p> <ol style="list-style-type: none"> <li>1. Developments shall be at a scale to complement the existing single-family residential uses while creating a transition area for the commercial and institutional uses.</li> <li>2. The shape of developments shall avoid massive building components in favour of more intimate clustered designs. Such designs could include varied rooflines, ground floor access to individual units, courtyards and landscaping that stress the human scale of buildings and site improvements.</li> <li>3. Public spaces for community gathering should be integrated into designs wherever possible.</li> <li>4. Parking facilities shall be integrated with the site landscaping and buffered from adjoining parcels and buildings on site through the use of trees, shrubs and screens. Smaller clusters are preferable.</li> <li>5. Driveways, and off-street parking areas shall be located off lanes and shall be avoided along major and local streets to produce a streetscape that is visually more pleasing and to reduce the conflict with pedestrians.</li> </ol>

	<p>6. Developments shall not separate themselves from the surrounding community by containing the dwellings within walled or fenced enclaves with centralized and/or controlled access points.</p> <p>7. Through the use of hard and soft landscape materials, sidewalks, grassed and treed boulevards, developments must create a humanized streetscape on roads and rear lanes that is pedestrian-friendly.</p> <p>8. Where developments involve more than one building or multiple dwelling components, unit designs that appear repetitive or monotonous should be avoided in favour of a variety of different unit designs that exhibit harmonious architectural features.</p> <p><b>Exemption</b> A development permit is not required for construction involving a 'secondary suite', 'carriage house' or 'garden suite' as defined in the 'Town of Qualicum Beach Land Use and Subdivision Bylaw No. 580'.</p>
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