

8. Development Permit Area Guidelines

8.1 Multi-Unit Development Permit Area

8.1.1 Category

The Multi-Unit Development Permit Area is designated under Section 488 (1)(e) (establishments of objectives for the form and character of intensive residential development) of the [Local Government Act](#).

8.1.2 Area

All lands that allow multiple unit residential uses are designated as the Multi-Unit Development Permit Area, as illustrated on Map Schedule E2.

8.1.3 Justification

As multi-unit development will be more prevalent as the City densifies and provides more housing options to meet changing demographic needs, it is important to provide guidance on the form and character of this development. This can help to enhance the livability of these projects in new and existing neighbourhoods while maintaining compatibility with adjacent, less dense neighbourhoods. Overall, this can help to maintain and enhance the overall character of Quesnel.

8.1.4 Objective

The following guidelines are intended to encourage the construction of well-designed, attractive and livable developments that contribute to the existing distinctive character and identity of Quesnel. New multi-unit residential development should help enhance the public realm and accommodate the context of existing neighbourhoods to preserve the character of the surrounding area.

8.1.5 Application

A development permit is required prior to the following activities:

- a. Subdivision (as defined in section [455](#) of the [Local Government Act](#)).
- b. Construction of, addition to, or alteration of a building or other structure.
- c. Alteration of land, such as the removal, disruption, or destruction of vegetation.

8.1.6 Exemptions

A multi-unit residential development permit will not be required for:

- a. An alteration to a building that does not require the issuance of a building permit.
- b. Replacement, alteration or addition to a building such as new siding, roofing, doors, building trim, awnings, and/or windows where it does not negatively

8. Development Permit Area Guidelines

impact the overall form and character of the building and would not impact the existing landscape or access provisions.

- c. Interior renovations.
- d. Replacement of a building that has been destroyed by natural causes, in cases where the replacement building is identical to the original in size, form, character and location (i.e. utilize existing foundations).

8.1.7 Guidelines

Development permits issued in this area shall be in accordance with the following guidelines:

Public Realm and Relationship to the Street

1. Promote interesting, pedestrian friendly streetscape design and pedestrian linkages.
2. Locate buildings to provide an effective street edge while respecting the established, desired streetscape.
3. Develop visual and physical connections between the public street and private buildings (e.g. patios and spill-out activity when incorporated into multi-use developments, views to and from active interior spaces, and awnings and canopies).
4. Design buildings with multiple street frontages to give equal emphasis to each frontage with respect to building massing, materials, details, and landscaping.
5. Design spaces between buildings and street curbs as safe, convenient and interesting places for people.
6. Enliven the public realm with attractive amenities such as seating, plantings, transit shelters, public art and water features.
7. Integrate site and design with existing significant natural features, topography and vegetation.
8. Site and building design shall incorporate Crime Prevention through Environmental Design (CPTED) principles to eliminate places of concealment and to reduce opportunities for crime.

Building and Structure Massing

9. The siting, scale and massing of buildings should be consistent with existing adjacent development and prevailing neighbourhood character, and future land uses.
10. Where larger multiple unit developments meet single-detached residential developments, roof lines should slope down and building shapes should be stepped down to meet the height of the adjacent single-detached development.
11. Designs should include varied and interesting façades, including a variety of roof lines, roof cover over entry points, balconies and porches.

8. Development Permit Area Guidelines

12. Monolithic structures and long expanses of straight walls using singular materials should be avoided.
13. Large buildings should be designed to create the impression of smaller units and less bulk by encouraging architectural treatments for roof systems, façade relief and variety between sections.
14. Sloping roof lines are encouraged, and flat roofs without stepbacks are not suitable.
15. Developments of three storeys or more are encouraged to set back upper storeys from roadways, lanes and lower density residential areas to mitigate the actual and perceived bulk of buildings, and retain a sense of privacy for neighbours.
16. New multi-unit developments should be set back from fronting streets to a depth no less than 80% of the setback of buildings on adjoining properties, subject to zoning.

Building Materials and Character

17. Exterior building materials should be selected for their functional and aesthetic quality, and should exhibit qualities of workmanship, durability, longevity and ease of maintenance.
18. Wood, stone, brick, concrete (e.g. hardieplank), metal and glass are preferred external building materials for residential construction.
19. Use materials in combination to create contrast, enhance human scale, and reduce the apparent bulk of a building.
20. If cultured stone is to be used on exteriors, it should be utilized as accents only and not the primary exterior building material.
21. Buildings clad entirely in vinyl siding are discouraged.
22. Respect and enhance the original character of an existing building when modifying its exterior.

Site Design

23. Design developments with multiple buildings such that there is a sense of architectural unity or cohesiveness.
24. Clustering and other creative spatial arrangements with common open areas and facilities are encouraged to promote visual quality and interest, efficient use of land and building materials, community interaction and amenities, and natural drainage and environmental management systems.
25. Include weather protection at main entrances and along frontages and adjacent sidewalks when building fronts multiple streets.
26. Defined spaces should be identified for waste containers.
27. Incorporate ground-oriented units into residential buildings located along public streets.

8. Development Permit Area Guidelines

Townhouses

28. Repeat and vary design elements for townhouses, alternating them for adjacent units within a building cluster.
29. Recess garages into townhouse buildings to downplay their prominence.
30. Locate community mailboxes in an accessible central location within a townhouse development and integrate them with the development's design.

Apartments

31. Minimize the bulk of mid-rise buildings with articulation, terracing, and variation of floor plans and façades. Connect architectural elements across the vertical length of the building from top to bottom.
32. Screen or enclose mechanical equipment and appurtenances on mid-rise rooftops.

Access, Circulation and Parking

33. New development must provide safe and efficient vehicle entrances, exits and site circulation.
34. Sites should be designed to accommodate alternative modes of transportation, with provisions made onsite for sidewalks, bicycle and walking paths or lanes, and bicycle parking racks.
35. Onsite transportation networks should connect to transportation networks off the site.
36. Large surface parking areas should be broken into smaller groups, with landscaping between the groups of parking.
37. Surface parking lots located at the side or rear of the principal building, rather than the front of the building, are encouraged.
38. Parking lots and access routes should be provided with asphalt, concrete, interlocking bricks or other hard surface. Gravel parking lots and access routes will not be accepted.
39. Ensure building access that is universally accessible and available to those with mobility impairments.
40. Provide secured and weather protected bike parking in the form of a cage or locked room where bicycles can be fastened to a rack.

Screening, Landscaping and Exterior Lighting

41. Provide landscaping in the following areas:
 - a. Along the property edge next to roadways.
 - b. Between buildings and parking areas.
 - c. Along on-site access roads.

8. Development Permit Area Guidelines

- d. Along the sides of buildings.
 - e. In other open space areas not required for parking, access roads or walkways.
42. Provide supplementary screening with fencing, hedging, planting, other screening materials or a combination of materials in the following areas:
- a. Around outdoor storage areas and loading bays.
 - b. Around waste containers.
 - c. Blank walls.
 - d. Around heating and cooling equipment and other service areas.
 - e. Between parking areas and the street.
43. Provide a comprehensive landscaping plan that meets the intent of FireSmart guidelines and complements the building and the surrounding uses.
44. Include onsite amenities that improve pedestrian enjoyment, accessibility and the quality of the residential living space, such as courtyards, gardens, playground equipment, pedestrian and bicycle routes.
45. Retain existing mature vegetation to enhance the urban environment and retain the existing character of the area, especially when development occurs adjacent to established lower density residential areas.
46. Where appropriate, strategically plant native and drought tolerant trees, shrubs and other vegetation to protect from high winds and excessive heat.
47. Incorporate low impact stormwater management techniques, such as:
- a. Minimizing impervious surfaces.
 - b. Using permeable surfaces for walkways.
 - c. Collecting rainwater onsite in rain-barrels, retention ponds, or cisterns.
 - d. Including rock pits, bioswales, rain gardens, green roofs or a site source control.
48. Provide street trees, landscaping, lighting, and street furniture where appropriate to enhance the aesthetics and safety of the public realm.
49. Light flanking doors and entryways, especially where signs will also be lit.

Setbacks

50. New multi-unit developments should be setback from fronting streets to a depth no less than 80% of the setback of buildings on adjoining properties, subject to zoning.

8. Development Permit Area Guidelines

Signage

51. The general character of signs should positively relate to the architectural character of the associated building, subject to the City's Sign Bylaw.

Utility Servicing

52. All multi-unit development should be connected to a community water system and a community sewer system.

Sequence and Timing

53. Phased developments will be considered to encourage orderly development, identify priorities, and facilitate completion of projects.
54. In general, the sequence and timing of initial phases should result in their completion before subsequent phases are started.