

DEVELOPMENT PERMIT AREA GUIDELINES

DPA 7 INDUSTRIAL



General Regulations

12.7.1 Category

DPA 7 is designated under the following categories of Section 488 (1) of the *Local Government Act*:

- (f) Establishment of objectives for the form and character of commercial, industrial or multi-family residential development;
- (h) Establishment of objectives to promote energy conservation;
- (i) Establishment of objectives to promote water conservation;
- (j) Establishment of objectives to promote the reduction of greenhouse gas emissions.

12.7.2 Area of Applicability

- DPA 7 guidelines apply to all Industrial development within the City of Merritt boundaries, except for parcels within DPA 3, as shown on Appendix K.
- Institutional developments on parcels within DPA 7 are requested to apply under this Development Permit Area.

12.7.3 Justification

As the city grows, new Industrial development will be encouraged to locate near the designated truck route or highways. It will be important for this development to be compatible with the neighbourhoods in which they are located, and as many industrial areas are located near gateways to the city, provide a positive first impression for visitors.

12.7.4 Objectives

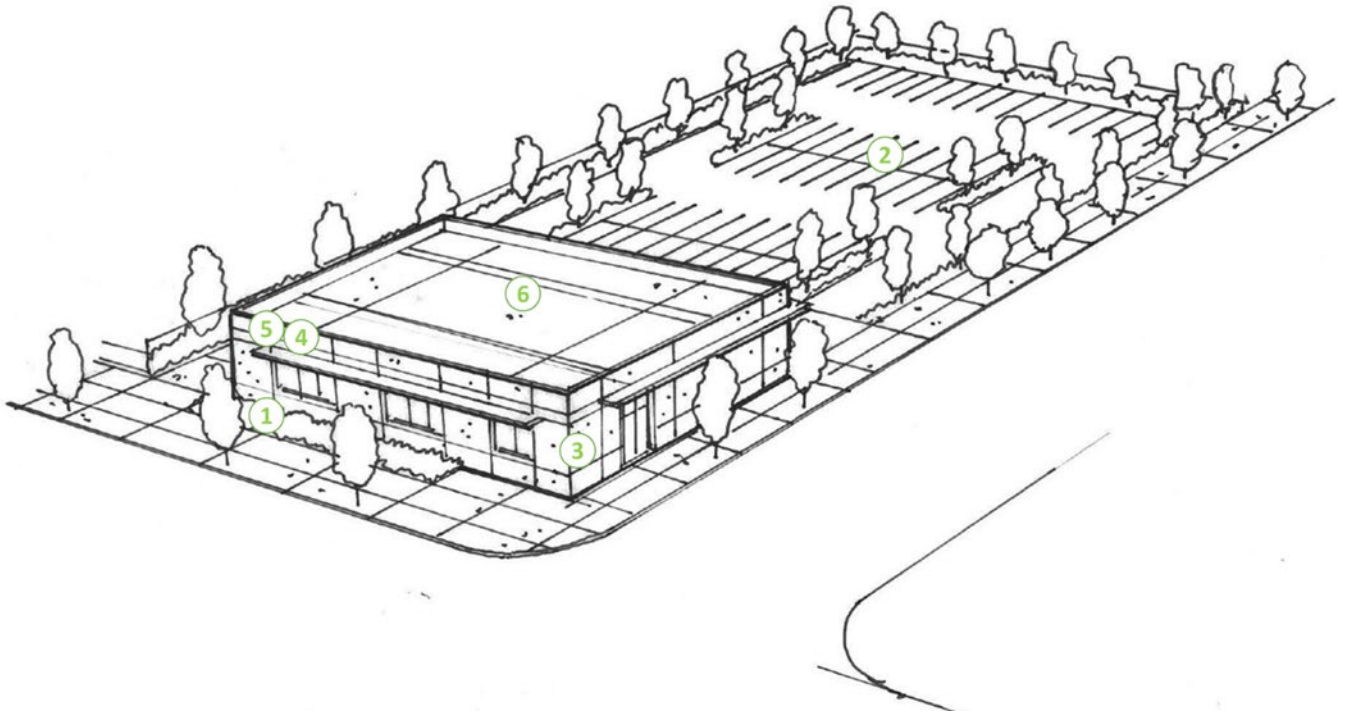
The following guidelines are intended to:

- Facilitate a high standard of building design, site compatibility, and attention to site context.
- Incorporate climate action strategies into development practices
- Integrate industrial development into established neighbourhoods.
- Provide a mix of building forms and industrial spaces within the city.
- Incorporate Crime Prevention Through Environmental Design (CPTED) principles into developments, while ensuring that vulnerable people are respected.
- Enhance the public realm and provide ample opportunities for employees to gather and socialize.

12.7.5 Exemptions

The following exemptions to DPA 7 may be applied:

- Interior Renovations not resulting in any change to the exterior appearance of the building .
- Parcel consolidation.
- Signage copy change if no changes to the dimensions of the existing sign.
- Emergency circumstances to remove any immediate danger.
- Buildings that have been destroyed by fire and/or natural disaster less than 75%, as determined by the Building Official, provided the building's massing, siting and general appearance are as prior to destruction and the use conforms to the City's Zoning Bylaw No. 2284, as amended from time to time.
- Any servicing work undertaken by or on behalf of the City of Merritt.



Key Elements

1 – Xeriscaping

Use drought tolerant and native plant and tree species.

2 – Vehicle Parking Lots

Locate vehicle parking behind or beside buildings. Visually deemphasize and screen parking lots with landscaping. Break up large surface parking lots into smaller clustered ones with the use of landscaped islands.

3 – Simplified Massing

Design buildings with simplified massing, including minimal articulation to minimize building envelope heat loss.

4 – Fire Smart Materials

Use non-combustible exterior façade and roofing materials to reduce the risks associated with wildfire.

5 – Exterior Colours

Use a light colour palette, which may include light earthtone colours. Avoid dark exterior colours to reduce energy use for cooling systems and the heat island effect. Use multiple colours to add interest.

6 – Solar Energy

Design buildings to incorporate solar panels, where possible.

Guidelines

The following guidelines may be applied when setting Development Permit conditions.

SITE CONTEXT

To guide the design of development sites within the context of the greater neighbourhood.

12.7.6 Neighbourhood Connectivity

Design the site to enhance the pedestrian, bicycle, and vehicle connections in the area.

12.7.7 Shade and Sun Exposure

Position buildings to maximize summer shade and winter sun for nearby private and public open spaces, buildings, and residential dwellings. Provide a shade study for buildings over 10 metres in height.

SITE PLANNING

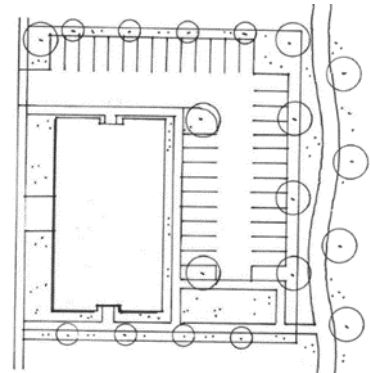
To guide the design of development sites internally and in relation to interfaces with the public realm.

12.7.8 Setback

Site buildings to front public streets. Include a front setback and landscape it to create a buffer between the building and the street.

12.7.9 Building Access

Locate main entrances adjacent to the street. Utilize breezeways or pathways to provide access from rear parking lots to main entrances.



12.7.10 Accessible Site Design

Design outdoor space to address the functional needs of persons with disabilities, including those who are hearing, mobility, or visually impaired. Incorporate braille, acoustic techniques, and other universal design elements into site design. Ensure pathways are paved and slopes are minimized.

12.7.11 Walking Connections

Connect main entrances and unit entrances to public sidewalks, parking areas, and amenity spaces with a sufficiently wide pathway.

12.7.12 Informational Displays

Install informational displays along pathways, focusing on local history and Indigenous culture, where possible.

12.7.13 Transit Access

Design buildings on designated transit routes to provide direct access and clear sightlines to bus stops.

12.7.14 Amenity Spaces

Integrate usable open spaces into the site, such as courtyards or patios, for employee use. Locate these open spaces adjacent to the main building and away from industrial activities.

12.7.15 Retaining Walls

Avoid the use of retaining walls. Where retaining walls are required, use decorative block, limit their height, terrace them, and landscape them.

12.7.16 Composting, Garbage, Recycling, and Storage

Composting, garbage, recycling, and storage areas should be located behind buildings. Screen these areas with materials that are complementary with principal buildings on the site.

LANDSCAPE AND STREETSCAPE

To guide the design of landscaping and streetscapes to create aesthetically pleasing, vibrant, safe, and environmentally sound spaces.

12.7.17 Pedestrian Areas

Define pedestrian areas with the use of landscaping elements.

12.7.18 Landscape Buffers

Incorporate buffers between industrial and adjacent residential uses. Landscape the buffer area as per regulations outlined in Zoning Bylaw No. 2284, as amended from time to time.

12.7.19 Screening

Screen areas that are not aesthetically pleasing, such as blank walls, parking lots, and storage areas, with the use of landscaping.

12.7.20 Xeriscaping

Landscape with drought tolerant and native plant and tree species.

12.7.21 Fire Smart Planting

Use fire resistant plants, where possible. Deciduous trees are preferred. Avoid the use of highly flammable plants and trees, including coniferous trees with cones or needles. Cedars, junipers, spruce, pine other than Ponderosa, tall grasses, and mulch are prohibited.

12.7.22 Heat and Wind Mitigation

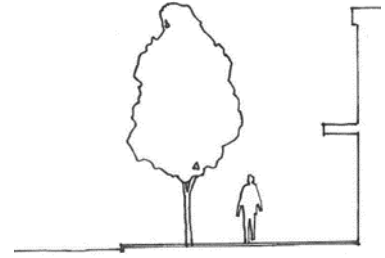
Strategically plant trees, shrubs, and other vegetation to protect from excessive heat and high winds.

12.7.23 Street Trees

Line street frontages with equally spaced, deciduous, drought tolerant, fire resistant trees.

12.7.24 Tree Canopies

Use trees with a high enough canopy that pedestrian sightlines are established or maintained.



12.7.25 Fences and Hedges

Chain-link fences along public streets should be black and include slats or be accompanied by landscape screening, such as a hedgerow or street trees. Hedges are prohibited due to their water consumption and fire risk.



12.7.26 Paved Surfaces

Pave all accesses, driveways, and parking lots. Lay down yards and storage areas should also be paved.

12.7.27 Stormwater Infiltration

Consider the use of permeable pavers or pavement for parking lots and other paved surfaces.

12.7.28 Crime Prevention Through Environmental Design

Incorporate Crime Prevention Through Environmental Design (CPTED) techniques to ensure spaces are safe, while also considering any potential impacts of the CPTED design elements on vulnerable persons.

LIGHTING

To guide the design of lighting to protect from light pollution, improve safety, and reduce energy use.

12.7.29 Pedestrian Oriented Lighting

Ensure lighting is pedestrian oriented in height and location. Light pathways that provide connections between buildings and other areas of the site and public realm. Lighting of areas not intended for night-time use should be avoided.

12.7.30 Lighting in Parking Areas

Ensure that lighting is installed in parking lots and structures, and along pathways that lead from parking areas to buildings.

12.7.31 Dark Sky

Avoid light pollution by directing lighting downwards.

12.7.32 Uplighting

Use uplighting sparingly, and only for accenting architectural or landscape features or in-ground pathway lighting to improve safety.

12.7.33 Lighting Distractions

Direct lighting fixtures away from adjacent residential properties and as not to create a distraction to vehicle drivers or cyclists. Lighting must not display distracting light patterns.

12.7.34 Solar Powered Lighting

Use solar powered lighting, where possible.

12.7.35 Sensor Activated Lighting

Use sensor activated lighting for security and energy conservation.

PARKING AND LOADING

To guide the design and location of parking and loading facilities.

12.7.36 Long-Term Bicycle Parking

Provide secured long-term bicycle parking, preferably where bicycles can be fastened to a rack. Parking for alternative forms of active transportation, such as mobility scooters, may be substituted for bicycle parking spaces.

12.7.37 Vehicle Parking Lots

Locate vehicle parking behind or beside buildings. Screen parking lots with landscaping. Use landscaped islands to break up large surface parking lots into smaller clustered ones.



12.7.38 Shared Access and Parking

Use shared vehicle access points and shared vehicle parking facilities to reduce the number of curb cuts, where possible.

12.7.39 Loading Areas

Design loading areas to be accessible to service vehicles without interfering with pedestrian circulation.

12.7.40 Zero Emission Vehicles

Include zero emission charging, such as electric vehicle charging stations, on site.

BUILDING DESIGN

To guide the design of buildings to ensure people focused, attractive, and functional developments.

12.7.41 Building Entrances

Main entrances should be located adjacent to the street where the building is facing and easily identifiable.

12.7.42 Architectural Interest

Vary building materials, colours, and other architectural elements, while being mindful of energy efficiency.

12.7.43 Simplified Massing

Design buildings with simplified massing, including minimal articulation and limited complex junctions, to minimize building envelope heat loss.

12.7.44 Fire Smart Materials

Use non-combustible exterior façade and roofing materials to reduce the risks associated with wildfire.

12.7.45 Exterior Colours

Use a light colour palette, which may include light earthtone colours. Avoid dark exterior colours to reduce energy use for cooling systems and minimize the heat island effect. Use multiple colours to add interest. Bright colours are acceptable as accents, such as trim or entrance areas.

12.7.46 Roofing

Pitched or flat roofs are acceptable. Avoid steep pitches to reduce surface area. Shingles must be a lighter tone and not black. The surfaces of flat roofs must be painted or finished with a light colour to minimize the heat island effect.

12.7.47 Solar Energy

Design buildings to incorporate solar panels, where possible.

12.7.48 Accessible Buildings

Design buildings to address the functional needs of persons with disabilities including those who are hearing, mobility, and visually impaired.

12.7.49 Signage

Design signage to be consistent with the associated building and integrate it into the building façade. Backlit box signs are not permitted. Incorporate local Indigenous languages (Nteʔkepmxcin and Nsyilxcən) into signage, if possible. Signs shall conform with Sign Regulation Bylaw No. 1900, as amended from time to time.

HEAVY INDUSTRIAL

To guide the specific design requirements for attractive service commercial development.

12.7.50 Appropriate Location

Heavy industrial developments are discouraged on properties adjacent to residential parcels.