

ATTACHMENT A

PERMIT TERMS AND CONDITIONS

TERMS OF PERMIT

The “City of Nanaimo Zoning Bylaw 2011 No. 4500” is varied as follows:

1. *Section 6.10.2 Fence Height* – to increase the maximum allowable fence height from 1.8m to 3.3m in the rear yard.
2. *Section 9.7.1 Size of Buildings* – to increase the maximum allowable building height from 14m to 15.6m.
3. *Section 17.1.1 Required Landscaping* – to reduce the minimum required landscape buffer width from 1.8m to 0m on the north and south side property lines.

The City of Nanaimo “Off-Street Parking Regulations Bylaw 2018 No. 7266” is varied as follows:

1. *Section 7.2 All Other Uses Parking Table* – to reduce the minimum required number of off-street parking spaces from 12 to 7.

CONDITIONS OF PERMIT

1. The subject property is developed generally in accordance with the Site and Parking Plans prepared by S2 Architecture and Design, dated 2021-FEB-10, as shown on Attachment D.
2. The development is in substantial compliance with the Building Elevations and Details prepared by S2 Architecture and Design, dated 2021-FEB-10, as shown on Attachment E.
3. The subject property is developed in substantial compliance with the Landscape Plan and Details prepared by WSP Landscape Architecture, dated 2021-FEB-10, as shown on Attachment H.
4. Prior to issuance of a building permit, the applicant must register a statutory Right-of-Way to allow for a public lane to be located on the property.
5. The subject property is developed in accordance with the ‘Schedule D – Amenity Requirements for Additional Density’ prepared by S2 Architecture and Design, received 2021-JAN-15, as shown on Attachment I, and is to include the following items:
 - *A letter from the coordinating professional submitted prior to Building Permit issuance outlining how the required items for additional density will be achieved; and,*
 - *A letter from the coordinating professional with accompanying evidence submitted prior to building occupancy demonstrating the required items have been provided.*