S. BUILDING DESIGN GUIDELINES

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The intent of the Building Design Guidelines is to promote an enhanced retail, service centre and multi-family residential image through the use of quality design standards and concepts, which emphasize the historic and natural attributes of the City. This is to be developed in a regulated and holistic fashion, which considers the total visual aspect of Fernie.

The Building Design Guidelines have been developed to assist in explaining and regulating the visual quality of building design and construction. By describing and illustrating the City's design standard expectations, the Building Design Guidelines aid the downtown enhancement objectives, which form the basis for the marketing strategy within the commercial areas and may enhance the quality of life in the community.

Figure 3: Main Street Fernie early 1900's

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S.3 Historic Downtown (Development Permit Area - Schedule 'M')
S.4 Highway Corridor (Development Permit Area - Schedule 'N')
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S.1 GENERAL CONDITIONS

The City of Fernie Building Design Guideline applies to all proposals for building alteration and/or new construction within the designated areas, in accordance with City of Fernie Official Community Plan Bylaw No. 2231. This includes all corporate and franchise buildings. Projects requiring a development permit application are:

(1) Exterior renovation/restoration to an existing building façade
(2) New construction
(3) Application of new *exterior finish* materials
(4) Painting of the building exterior
(5) *Awning* or *canopy* installation
(6) Landscape features

S.1.1 Environmental Considerations

All design proposals shall consider the design and construction requirements posed by the area's weather conditions.

Wind: Hanging signs, *parapet* extensions, *awning*s and canopies shall be constructed with sufficient bracing to withstand strong winds such as might be typical of the area.

Rain: Architectural elements exposed to precipitation, such as roofs, *cornice*s, edges, canopies and decorative detailing, shall be properly designed and flashed to protect the building structure and carry water away from pedestrian pathways or human-use areas.

Snow: Any building structure upon which snow accumulates (canopies, *awning*s, roof forms) shall be constructed in a manner conducive to spontaneous snow dump of accumulated loads into non-pedestrian areas. In cases where this is not feasible, the design shall consider the factors involved in physical removal of snow build-up when it approaches carrying limits.

Ice: Repeated heating and cooling of snow loads can give rise to ice accumulations. Building design shall therefore consider heat loss factors when designing methods to control ice build-up. Proper *flashing* shall be accorded to areas subject to ice accumulation. Walkways, entries, and other human use areas shall be designed with the aim of minimum potential ice build-up and efficient removal of accumulations that do occur.

Figure 4: An example of the damage caused by snow build-up on roof forms

S.1.2 Crime Prevention Through Environmental Design (CPTED) Guidelines

Crime Prevention Through Environmental Design Guidelines shall be incorporated into the site design (refer to Section S.10).

S.1.3 General Design Considerations

Effective design concepts result from an awareness and application of a variety of design criteria, such as:

(1) Historic architectural precedent
(2) Designing within context
(3) Setback
(4) Scale
(5) Proportion
(6) Texture and Pattern
(7) Materials

S.1.4 Style

The dual design criteria for the City of Fernie are Heritage and Environmental. This allows a great deal of latitude in developing attractive and imaginative façade concepts. In keeping with the marketing goals of the business community, which is to provide a high quality shopping and service experience based on the community's heritage and natural environment, the following design principles shall be considered in all proposals. Designs shall:

(1) Be imaginative and lively, without being overbearing;
(2) Be colourful without being garish;
(3) Utilize quality materials and craftsmanship;
(4) Respect the context of adjacent structures, the natural environment, and the larger community.

S.1.5 Franchises and Nationals

Certain franchise style businesses and major international corporate entities have logo and design criteria of their own, the maintenance of which they consider to be essential to retain public identification with their product and services. Unfortunately, the corporate design criteria are often at odds with local community design intent, particularly in areas where heritage identity based marketing and conservation are priorities. Fortunately, precedent has shown that many corporations are willing to amend their specifications to conform to local design guideline bylaws. The key to good cooperation in this regard is to be clear about the communities design expectations, and firm in the resolution that they be met.

Figure 5: Example of National Franchise that utilized the Building Design Guidelines

Corporate and franchise design proposals pertaining to the form and detailing of buildings and *signage* intended to be located within the City of Fernie, shall conform to the thematic principles and standards, as set forth in this document and the Sign Bylaw.

S.2 DEFINITIONS

The following definitions are provided as a reference for some of the specialized terminology used within this document. The definitions are divided into two sections: Streetscape and Façade. Streetscape definitions relate to terminology of the overall streetscape and Building Façade definitions relate to the specific terminology of the building façade.

S.2.1 Streetscape Definitions

Aggregate Streetscape: The overall appearance of any defined larger area of the community. Aggregate means "combined" and in this context is based on an overview of the visual elements of an entire area, rather than on individual buildings in isolation from their surroundings. Streetscape refers to all of the aspects of the built environment, and how they work together as a whole.

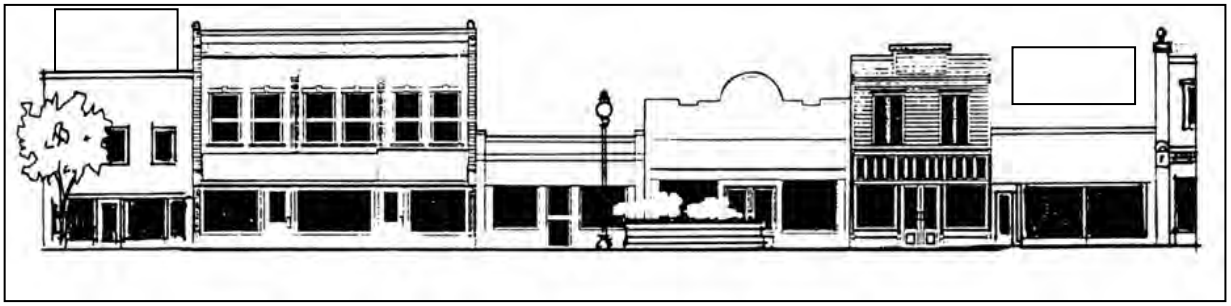


Figure 6: Aggregate Streetscape

***Heritage Building*:** A *Historic Building* designated by City bylaw and requiring Council approval for development permits.

Historic Building: A building built prior to 1918.

***Historic period*:** The period following the 1908 fire up to 1918.

***Infill building*:** A more modern, or an architecturally nondescript structure, which is located within the heritage area or between historic structures.

***Landscaping*:** Design considerations involving the use of plant materials or construction of special pedestrian amenity features such as planters, seating, and ornamental paving treatments.

***Pattern*:** The rhythmic effect created by the juxtaposition of alternating wall surfaces, heights and openings in the individual building façades, when viewed as a whole within the context of a defined area. The individual elements of the building façade, concerning *pattern* include; wall openings (doors and windows), *proportion*, *skyline*s, building height, and *surface articulation*.

***Proportion*:** Building *proportion* is determined by examining the height to width relationships of the various components of the individual building façade. The overall *proportion*s of a building are indicative of its style and period of original construction.

***Scale*:** The overall presence of a building within the urban environment as determined by its relative height and width.

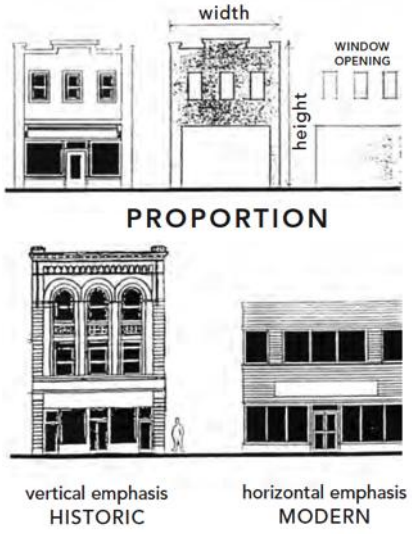
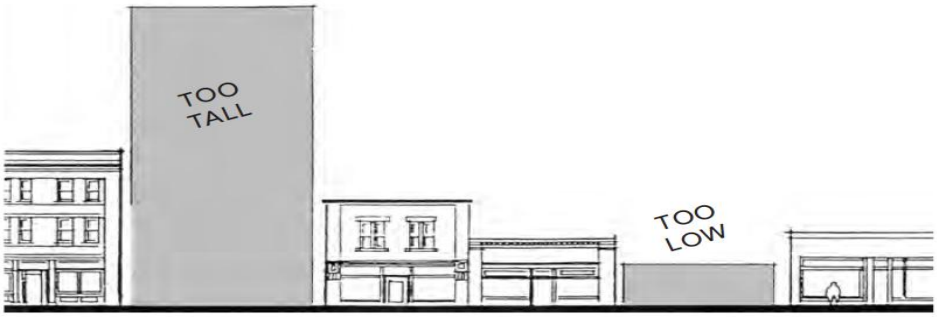


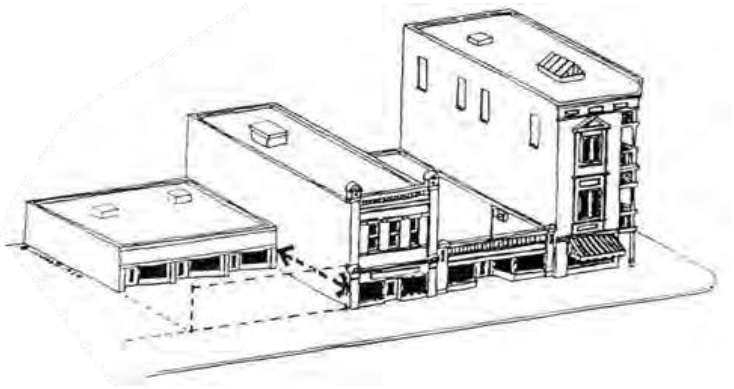
Figure 7: *Proportion*

Figure 8: *Scale*



***Setback*:** The distance relationship between the location of a building's wall surfaces and the adjacent property lines. *Setback* allowances and requirements are typically set forth in the Zoning Bylaw and Provincial Building Code.

Figure 9: *Setback* - Consider proposed setbacks with respect to prevailing Street Pattern



***Skyline*:** The silhouette created by the profile of a building(s) where the top of the structure(s) meets the sky.

Surface Articulation: The "Ins and Outs", or texture of the building façade.

S.2.2 Building Façade Definitions

Ancillary Structure: Adjacent or freestanding structure designed for storage of garbage or materials.

***Awning*:** A fabric-covered structure, attached to the building face, which provides opportunities for pedestrian sidewalk cover, and business identification *signage*.

***Bulkhead*:** The area below the display windows to the ground level.

Bracket: A functional ornament often found on *Historic Building*s. The *bracket* is used as a support brace, generally below an overhanging *cornice* feature.

Canopy: Any form of "permanent" structure, which is attached to the building façade and provides cover adjacent to the building. Canopies may be supported by posts (*column*s), or integrated into the building structure.

Column: A vertical structural support member in the building system. *Column*s can be buried within the structure of the building or externalized as a decorative feature of the façade.

Corbel: Is used in masonry construction to describe the feature of a stepped projection of masonry units on the building face. *Corbel*s are typically used as a decorative element at the building *cornice*, and perform a structural function by supporting overhanging members on the façade

***Cornice*:** Protruding horizontal decorative breaks in the building façade. In historic architectural styles, *cornice*s are typically found at the point between floors, and especially at the top roof- line, or "*parapet*".

***Corrugated metal*:** Sheet metal drawn or rolled into parallel ridges and furrows.

Dentil: A decorative element, consisting of a series of closely spaced blocks with voids between.

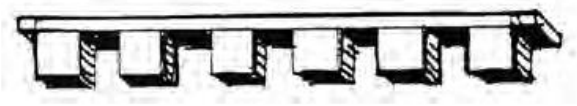


Figure 10: *Dentil*

***Exterior Finish*:** The materials used to create the decorative outer skin of a building, including the final finish coat such as paint or varnish used to protect certain materials.

Façade: The exterior face of the building.

***Fenestration*:** The window and door openings in a building.

***Flashing*:** Any of a variety of sheet metal forms that protect the building from water intrusion.

***Mansard*:** A roof having on each side a steeper lower part and a shallower upper part. Also called mansard roof.

***Masonry*:** Building systems and materials, which are formed of concrete, brick, stone, or other cement based and vitreous materials.

***Parapet*:** The upper portion of the front façade of a building.

***Pediment*:** A triangular roof form, which forms a part of the classic architectural entablature.

***Pilaster*:** Describes a *column*-like vertical feature on the building face, which is raised from the surface, but is not fully three-dimensional. *Pilaster*s are finished in a variety of ways, ranging from simple smooth surfaces to ornate reproductions of classical *column*s. *Pilaster* forms are a valuable element in providing *surface articulation* to the building façade.

***Signage*:** Refers generically to the variety of forms and materials, which are used to advertise the existence of a business in a building. The principles of good *signage* design are covered in the Sign Bylaw.

***Transom*:** The area above a door or window, which often contains an additional window.

S.3 HISTORIC DOWNTOWN

All areas designated as Historic Downtown are illustrated in Schedule 'M'.

The objective of the Historic Downtown design guideline is to construct, maintain and restore building *facade*s in a manner that is authentic or architecturally sympathetic to the *historic period*.

The primary goal is to maintain and restore *heritage* and *historic building*s to near original appearance, and to promote infill design that is complementary to the prevailing styles from the *historic period*.

The Historic Downtown area includes many of the *heritage* and *historic Building*s built in the community in the early 1900s. The buildings in this area serve to reinforce Fernie's small town charm and unique character. The Historic Downtown is primarily a retail area and the community's social, arts and cultural centre.

When applying the guideline, it is important to differentiate between restoration or renovation of *historic and heritage building*s, and renovations to modern structures, and/or new construction.

Figure 11: Fernie Heritage Library

all

S.3.1 Special Design Concerns

Special consideration shall be given to proposals for works to *Historic and Heritage Building*s within the downtown. Review of buildings with City of Fernie Municipal Designation, as listed on the BC Register of Historic Places, is recommended (see OCP Schedule C, Heritage Sites).

Proper implementation of the guideline, which promotes the retention and enhancement of heritage structures, requires a basic knowledge of the philosophy and technology of heritage restoration. In order to promote this understanding, the following brief summary of terminology and proper practices is provided.

The following terms describe the types of work, which may be undertaken on historic structures. They are listed in the order of preference.

(1) **Restoration:** Restoration refers to the preservation and refurbishment of such original, authentic, historic fabric of the building as may exist.

(2) **Re-creation:** Re-creation refers to the refurbishment of a *Historic or Heritage Building* where missing historic elements are accurately reproduced to re-create the original appearance.

(3) **Renovation:** Renovation refers to the refurbishment of a *Historic or Heritage Building* where the "spirit" of the original architecture is maintained, but detailing is not true to historic archival precedent.

S.3.2 Degree of Intervention Rules

The Degree of Intervention is a hierarchy of change to a building or streetscape. The following basic rules shall always be observed when undertaking work on any *Historic or Heritage Building*:

(1) Maintain historic material: Never remove or destroy genuine historic fabric with the attitude that it can be reproduced with new materials better or more affordably. The intrinsic worth of the community's heritage is based on its authenticity.

(2) Maintain historic masonry: Never use high-pressure abrasive blasting techniques on masonry, especially brick. This technique destroys the hard exterior coating of the brick and eats away the mortar pointing, both of which greatly accelerate the deterioration of the masonry. Brick cleaning shall be accomplished using proper chemical stripping agents, and low-pressure water rinses.

(3) Use proper mortar mixes: Research the relative hardness of the original mortar mix used to bond the masonry units, and reproduce its composition as closely as possible. Mortar mixes, which are too hard for the surrounding masonry, can cause accelerated destruction of the wall face.

(4) Use proper flashing: The primary cause of deterioration in old buildings is through water damage. Good flashing details will protect the façade elements from water damage.

Figure 12: An example of poor maintenance that can lead to deterioration of the building structure

S.3.3 Aggregate Streetscape

The over-all appearance of the buildings shall respect the prevailing historic architectural precedent of the buildings constructed between 1908 and 1918. Renovations to individual buildings, public amenities and civil works shall reflect a coordinated effort to complement and enhance the historic nature of the downtown commercial centre.

S.3.3.1 Texture

(1) Restoration projects shall attempt to accurately preserve and enhance all genuine original textural fabric on the building façade.

(2) Renovations to *historic and heritage buildings*, *infill building*s and new construction shall employ textural elements of a like or complementary nature to the architectural style of the *historic period*.

S.3.3.2 Pattern

(1) Restorations or renovations to *historic and heritage building*s shall respect the original character of the *pattern* and rhythm of the door and window openings.

(2) Renovations to *infill building*s, and new construction, shall respect and complement the precedent of the characteristic door and window opening *pattern*s of the prevailing *historic period*.

S.3.3.3 Proportion

(1) Restorations or renovations to *historic and heritage building*s shall respect the vertical character of the *proportion*s of the original structure in all aspects of the building façade.

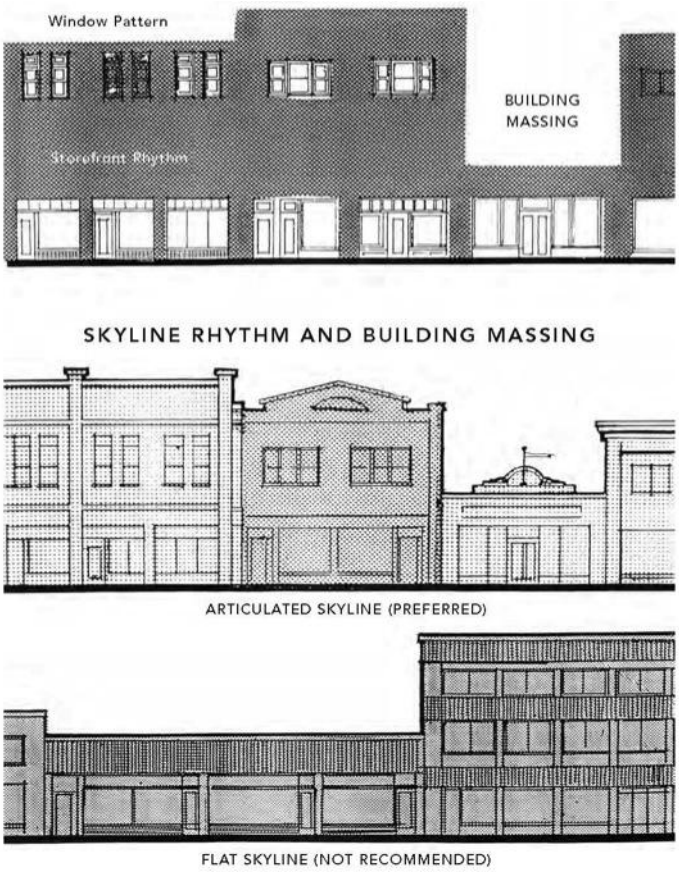
(2) Renovations to *infill building*s, and new construction, shall respect the precedent of the essentially vertical *proportion*s exhibited by the prevailing historic architecture within the designated heritage area.

S.3.3.4 Scale

(1) Renovations to existing *infill building*s, or new construction, shall respect the *scale* of the prevailing *historic and heritage building*s within the designated heritage area.

(2) Structures which are either considerably higher or lower than the prevailing *historic and heritage building*s are not permitted.

Figure 13: *Pattern*s, Rhythm and massing



S.3.3.5 Setback

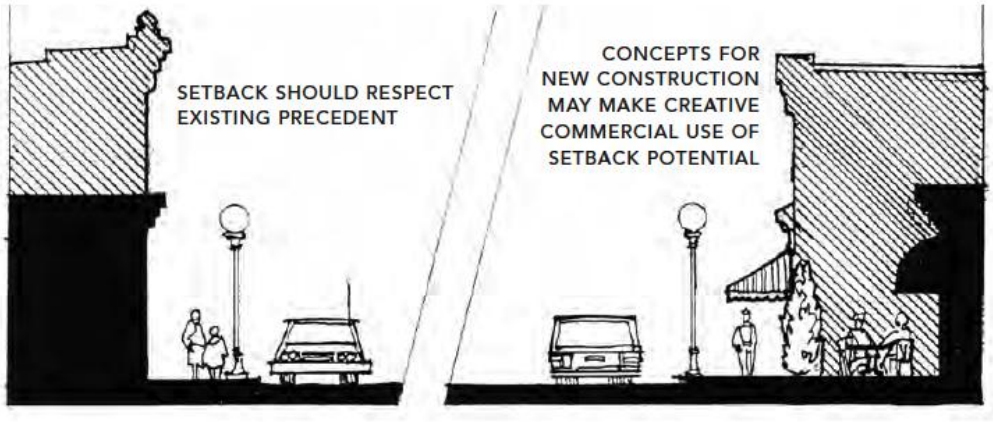
(1) Building *setback* shall be as determined by the Zoning Plan of the City of Fernie and by the requirements of the B.C. Provincial Building Code.

(2) *Setback* for *historic and heritage building*s shall respect the precedent of the historic *pattern*s of *setback* as evidenced within the designated heritage area.

(3) Designs for new construction are encouraged to explore the potential for developing pedestrian amenities through the creative use of *setback* from the property line.

(4) Designs for building *setback* from the front property line in order to allow for automobile parking in front of the building are not permitted.

Figure 14: *Setbacks – Positive Examples*



S.3.3.6 Landscape

(1) Design proposals for new construction, which feature *setback*s for pedestrian amenities, must include plans for the *landscaping* of such areas.

(2) *Landscaping* shall be considered as a screening device to block or soften views of secondary façades, which may be unsightly.

S.3.3.7 Colour

(1) The Colour Design Guideline shall apply (refer to Section S.9).

(2) Design decisions regarding the selection of colour on individual buildings shall consider the aggregate appearance of the overall area. Colours shall be chosen which conform to the Historic and Heritage Colour Schemes (refer to Section S.9.1), and shall not clash with the paint schemes of adjacent buildings or the colours of the surrounding natural environment due to excessive brilliance or intensity. In contemporary times there is a tendency to think of painted brick masonry as a negative, and much restorative effort and expense is often devoted to removing paint from brick building facades. In fact, in many instances, the brick was originally finished with a paint coating, as natural brick was sometimes considered as unfinished to the Victorian eye. It is wise to check archival photographs, if possible, to determine the correct historic treatment for the masonry building face. Painting masonry can sometimes be a way to help homogenize the finish of a façade where brick repairs with disparate materials have led to a patchy appearance.

(3) Colours for painting brick are generally chosen from the palette of earth tones, brick tones, and soft grays. Some secondary facades possess historically significant remnants of painted signage (refer to Ghost Signs, Section S.3.12).

S.3.3.8 Additions to *Historic and Heritage Buildings*

(1) Exterior additions to *historic and heritage building*s are sometimes a necessity as part of larger rehabilitation projects where a new use for the building cannot be accommodated by altering non-significant interior spaces. As every building is different and each rehabilitation project unique, the guidance offered here is not specific, but general, so that it can be applied to the variety of building types and situations in Fernie. The guidelines are informed by Canada's Historic Places' Standards and Guidelines for the Conservation of Historic Places in Canada and the U.S. National Parks Service New Additions to Historic Buildings Guidelines.

a. General Policies

New exterior additions to *historic and heritage building*s shall:

(i) preserve the historic character of the building;

(ii) be smaller than the *historic or heritage building* (i.e., subordinate in both size and design to the *historic or heritage building*);
(iii) use construction materials and colours that are complementary with the *historic and heritage building*s materials;
(iv) be compatible in terms of materials and massing with the exterior features and form of *historic and heritage building*s and its setting;
(v) base the size, rhythm and alignment of the new addition's window and door openings on those of the *historic and heritage building*s;
(vi) be differentiated from the *historic and heritage building*s in a manner that draws a clear distinction between what is historic and what is new; and
(vii) not be highly visible from the public right-of-way (a rear or other secondary elevation is usually the best location for a new addition).

b. Rooftop Additions
(i) A rooftop addition must be set back from the primary elevation of the building, as well as from the other elevations if the building is freestanding or highly visible.

S.3.3.9 Infill Buildings

(1) Design concepts for renovations to existing *infill building*s, and for new infill construction, shall respect the architecture of the *historic period*. Care should be taken to acknowledge the components of: *proportion*, *scale*, texture, and *pattern* as evidenced within the existing heritage architecture of downtown Fernie in order to achieve designs which blend sympathetically into the historic period. Buildings and structures shall be designed and sited in a manner compatible with adjacent development.

S.3.4 Secondary Façades

A building is more than just the front façade. The street face in the commercial district is the most important, however secondary façades shall be finished in a manner that is pleasing to the eye and consistent with the historic design theme. This is particularly true, as many building rear and sidewalls are visible from adjacent streets. Secondary façades may be characterized as high- and low-profile.

S.3.4.1 High Profile Secondary Façade

(1) High-profile secondary façades include the sidewalls of corner located buildings, prominent sidewalls, which extend above lower adjacent buildings and are apparent from the main street. Some rear and side walls are High Profile due to a particular siting stance. Special care must be taken where a secondary façade faces a residential dwelling or public space.

a. High Profile Secondary Façade - Permitted:
(i) Secondary façade treatments based upon and reflecting the design elements and the treatment of the primary façade (or in special circumstances, the local residential dwellings).

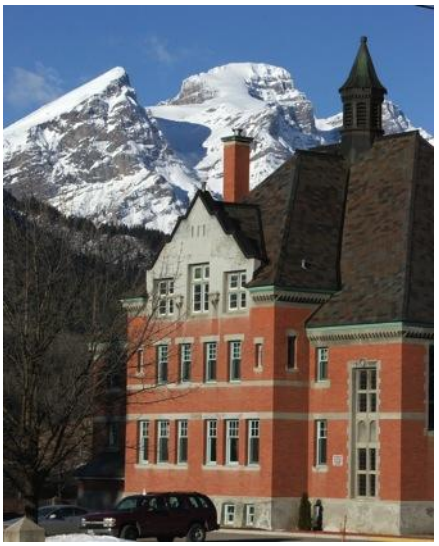


Figure 15: Example of Historic / Heritage Building High Profile Secondary Facade

S.3.4.2 Low-Profile Secondary Façades

(1) Include surfaces of the building, which are not immediately visible to public view, such as lane way oriented rear walls.

a. Low Profile Secondary *Facade*s - Permitted:
(3) Secondary facades, where painted, shall be painted to complement the rest of the building façade.

S.3.4.3 Ancillary Structures

(1) Ancillary structures shall be complementary to the building design and shall not draw excess attention.

Figure 16: Many secondary building facades have substantial secondary wall surfaces that are highly visible.

S.3.5 Exterior Finish Materials

Materials considered for use as an *exterior finish* shall respect the nature and style of the original materials used on the façades of the prevailing *historic and heritage building*s. Original, historic, building materials shall be retained whenever possible during restorative renovations. Never cover historic material with modern materials, and if historic materials have been covered over, it is recommended that they be uncovered and refurbished to as near original condition as possible.

It is important to remember, that it is not the nature of the material, which determines its suitability, but the manner in which the material is used. The ultimate decision as to the appropriateness of a certain material shall be determined through the design review process. Various materials are listed in this section, with indications as to their relative suitability for use.

S.3.5.1 Masonry

(1) Masonry is the preferred material for construction and renovation. Care shall be exercised in the design of masonry type and application, to ensure the masonry style is in sympathetic character with the prevailing architectural styles specific to the streetscape. Refer to the Colour Design Guideline in Section S.9.

a. Stone – Permitted:
(i) stone of the types traditionally used in the Historic Downtown: granite, marble, sandstone, cobblestone
(ii) facing stone laid in regular, coursed, patterns to imitate structural stone
(iii) stone tiles (e.g., granite, marble)

b. Stone – Not Permitted:
(i) modern stone masonry over other historic masonry or original wood fabric
(ii) random coursed "ashlar" stone veneers

c. Brick – Permitted:
(i) brick that when applied has the traditional appearance of common brick in traditional sizes and colour used in the historic period
(ii) traditional textural techniques, such as corbelling, and inset panels with half and full brick

d. Brick – Not Permitted:
(i) modern oversized/undersized brick forms and modern pastel coloured bricks

(ii) artificial brick facing

e. Stucco – Permitted:
   (i) traditional stucco and/or acrylic stucco with a smooth, sand float finish
   (ii) muted colours (preferably earth tones) mixed directly into stucco mortar
   (iii) acrylic stucco over Styrofoam forms to create dimensional architectural detail

f. Stucco – Not Permitted:
   (i) heavy swirl type textures, such as Bavarian style
   (ii) pure white or excessively bright coloured stucco
   (iii) covering of *historic and heritage building*s fabric with stucco
   (iv) stucco on front (primary) façade exceeding 25% of the total surface area

g. Cast Concrete – Permitted:
   (i) pre-cast architectural wall panels with suitable "traditional historic" textures
   (ii) decorative cast concrete ornament

h. Cast Concrete – Not Permitted:
   (i) unfinished form cast concrete walls

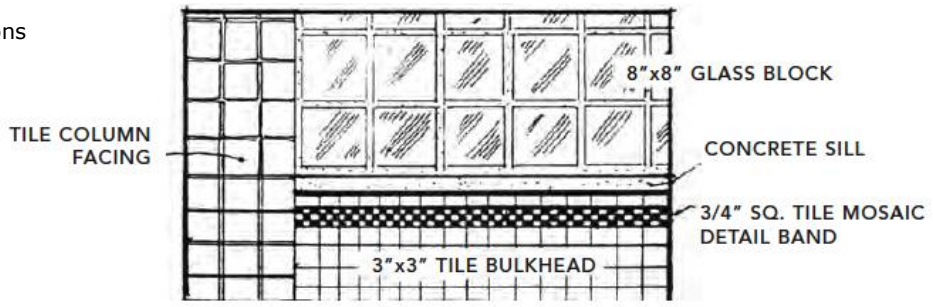
i. Concrete Block – Permitted:
   (i) textured cast concrete block; e.g. split-faced, scored, or cast to simulate cut stone, with colour cast into block
   (ii) regular modular concrete block with stucco finish, or paint finish

j. Concrete Block – Not Permitted:
   (i) unfinished regular concrete block

k. Ceramics and Vitreous Materials – Permitted:
   (i) exterior grade (frost proof) ceramic tiles - gloss or matte finish
   (ii) tile sizes, colours, and *pattern*s based on historic precedent
   (iii) glass block masonry

l. Ceramics and Vitreous Materials – Not Permitted:
   (i) interior grade ceramic tiles used on exterior
   (ii) modern shapes or colours of tile on *historic and heritage building*s
   (iii) large areas of small random *pattern* mosaic tiles
   (iv) tile over original historic fabric
   (v) glass block replacing historic window glazing

Figure 17: Acceptable applications of vitreous materials



S.3.5.2 Wood

Although the majority of the commercial buildings in downtown Fernie are primarily of masonry construction, wood may be considered an appropriate material for certain uses. Traditionally, wood was utilized in the construction and finish of *bulkhead* areas on masonry buildings. As such wood shall be used sparingly in designs for the downtown heritage area.

a. Wood Siding Materials – Permitted:

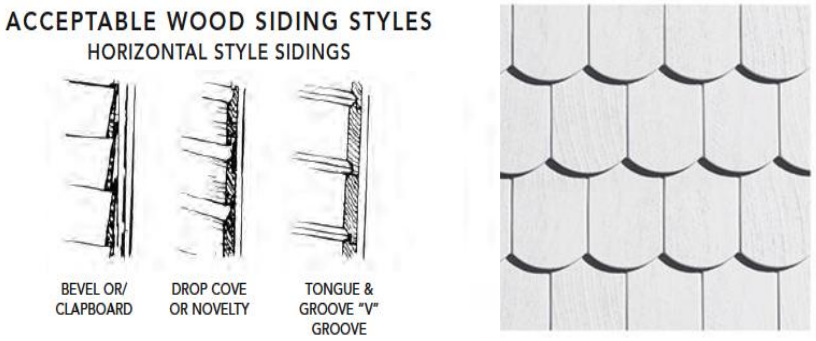
(i) wood board siding utilizing traditional wood siding sizes, *pattern*s, and methods of application: 5 inch (127 mm) exposure or less
(ii) wooden corner boards: 1”x4” (25mm x103mm) and 1’x6” (25mm x154mm)
(iii) wooden trims for windows and doors: 1”x4” (25mm x103mm) and 1’x6” (25mm x154mm)
(iv) sawn wood shingles - both plain and fancy shapes; e.g. fish scale, diamond

b. Wood Siding Materials – Not Permitted:
(i) unfinished lumber, or rustic wood treatments
(ii) unfinished plywood, or chip board, used as a finish siding

c. Wood Finishes – Permitted:
(i) paint and stain finishes
(ii) clear “natural” finishes; e.g. marine spar varnish, Urethane™, Rawhide™

d. Wood Finishes – Not Permitted:
(i) unfinished (raw) wood

Figure 18: Horizontal Wood Siding and Fish scale siding



S.3.5.3 Metals and Synthetic Materials

Synthetic (man-made) materials are generally discouraged in favour of natural (organic) materials. This is particularly true when dealing with *heritage or historic buildings*. Original historic fabric shall never be replaced with a synthetic counter-part. Metal shall be used primarily on parts of the building façade where it may have traditionally been utilized, and shall follow historic precedent in terms of detailing and colour.

a. Metals and Synthetic Materials - Permitted:
(i) metal, formed into traditional decorative elements such as *flashing*s, *cornice*, *bracket*s, finials,
(ii) non-ferrous metals such as copper, brass, bronze, zinc, used for decorative purposes
(iii) sheet metal used in the fashion of the *historic period* shall be used in the manner described under Section S.3.5.3, Wood
(iv) fiber cement lap siding: 5 inch (127 mm) exposure or less

b. Metals and Synthetic Materials - Not Permitted:
(i) siding over any historic material or on modern *infill building*s
(ii) artificial brick or artificial stone
(iii) asbestos or asphalt shingles or panels as a wall covering
(iv) fiberglass panels
(v) *corrugated metal* used as a siding material.

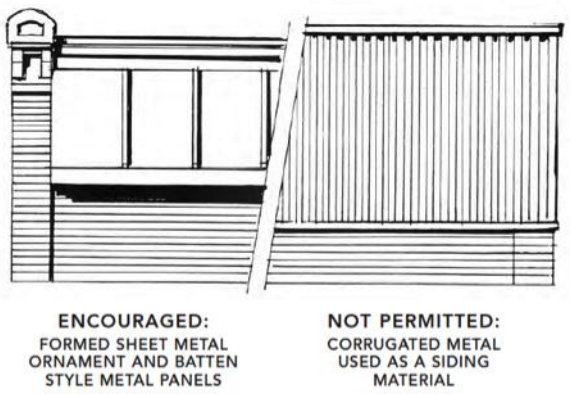


Figure 19: Metal finishes

S.3.6 Ornamentation

Ornamentation was one of the key design elements that distinguished the Victorian building styles. It is the rich and varied use of materials and the eclectic classical motifs that gives the *heritage and historic buildings* their picturesque look. In designing both restoration works and renovations, the use of motifs typical of the architectural styles found in Fernie's early buildings, is appropriate. In the spirit of Fernie's history, ornamental details should be used generously.

The best source of ideas for sympathetic design and ornamental details is found by researching the historic archives of the community. The use of archival photographs of historic Fernie is recommended as a design resource to assure authenticity in the replication of missing detail on historic structures, and to guide in the design of appropriate styling details. When considering ornamental details for new or *heritage and historic buildings*, emphasis should be placed upon: exterior wall materials, surface planes and textures, *skyline* articulation, and decorative motifs. The Fernie and District Historical Society is an excellent resource for design inspiration.

S.3.6.1 Windows

(1) Windows are key elements to expressing the character of a building, and as such should be afforded careful consideration in any design proposal for renovation or new construction. The form, *proportion*, *pattern* and detail of windows on each individual building façade, as well as the aggregate appearance of the *fenestration* throughout the downtown are extremely important in maintaining the authenticity of Fernie's heritage. Original, historic windows should be retained and restored wherever it is possible. When structural or energy conservation issues absolutely dictate the removal of historic window elements, every attempt should be made to replicate the historic window elements exactly in terms of form, material, detail, and function.

a. Windows: *Heritage and Historic Buildings* – Permitted:
   (i) wood frames, glazing bars (muntins), sash, sill, and lintel - restored, or to match original
   (ii) traditionally *proportion*ed (vertical) rectangular window forms - double hung sash with multi-paned lights
   (iii) coloured metal or vinyl frames, sash, muntins, (ONLY when replacement of historic material is deemed absolutely necessary)
   (iv) re-instatement (where possible) and/or refurbishment of historic display window systems, including, and especially, the *transom* window systems

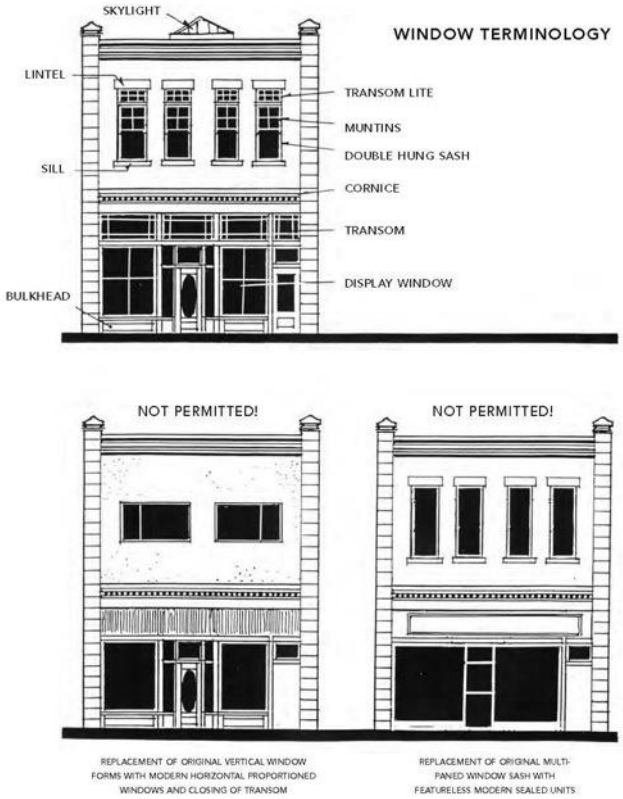
b. Windows: Heritage and Historic Buildings – Not Permitted:
   (i) replacement of original vertical window forms with modern horizontal proportioned windows and closing of transom
   (ii) replacement of original multi-paned window sash with featureless modern sealed units

c. Windows: Infill Buildings and New Construction – Permitted:
   (i) window forms and details which complement the prevailing local historic *fenestration*, (e.g. emphasize the vertical *proportion* and sash and muntin *pattern*s
   (ii) coloured metal or vinyl frames, sash, muntins, (to historic *proportion*)
   (iii) snap-in muntin grills with traditional *proportion*s and traditionally inspired window trims

d. Windows: Heritage and Historic Buildings, Infill and New Construction – Not Permitted:
   (i) boarded over window openings - especially with unfinished plywood or lumber
   (ii) featureless sealed units
   (iii) altered window openings (in *heritage and historic building*s) which destroy the original historic *proportion*s, e.g. upper floor picture windows, or windows with a strong horizontal emphasis

(iv) window forms (in infill and new construction) which are at variance with the historic precedent of Fernie's period architecture, e.g. strong horizontal emphasis, flat featureless surrounds,
(v) unpainted (unfinished) metal window frames.

Figure 20: Window Terminology and Guidelines



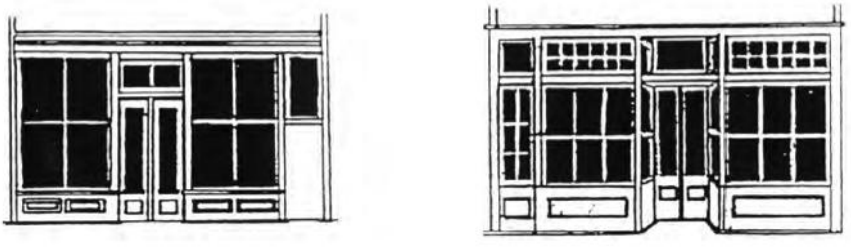
S.3.6.2 Doors

a. Doors: *Heritage and Historic Building*s –Permitted:
   (i) retention of original historic doors
   (ii) wood doors with traditional detailing
   (iii) coloured (anodized or painted) metal doors with traditional styling

b. Doors: Infill Buildings and New Construction – Permitted:
   (i) coloured (anodized or painted) metal doors
   (ii) wood doors with traditional detailing

c. Doors: Heritage and Historic Buildings and New Buildings – Not Permitted:
   (i) unfinished metal and glass doors with modern styling
   (ii) flat, featureless, wood or metal doors.

Figure 21:Typical Historic Storefronts and Doors (Maintain and Restore Historic Style Door Systems



S.3.6.2 Parapet and Cornice Treatments

(1) The *parapet* and *cornice* are important ornamental design features on individual buildings as well as to the aggregate appearance of the streetscape. *Cornice*s usually incorporate some form of decorative ornament, in keeping with the stylistic trends prevalent at the time of the building's construction, and act as an important *flashing* element to keep water away from the face of the building. Attention to the maintenance of existing historic *cornice*s, and the thoughtful design of new *parapet*s and *cornice*s on more modern buildings is one of the most effective techniques for achieving visual harmony between historic and modern structures within the downtown core.

a. Parapet and Cornice Treatments - *Heritage and Historic Building*s – Permitted:
   (i) the maintenance and repair of existing historic *cornice* forms, and the reproduction, based on archival photo documents, where possible, of missing *cornice* elements.

b. Parapet and Cornice Treatments - Infill buildings and New Construction – Permitted:
   (i) *parapet* designs with extensions and/or detailing which are similar or sympathetic to the precedent of the character of the *historic period*.
   (ii) *cornice* designs that enliven the *skyline* of the building by means of horizontal and vertical detailing, and which are sympathetic to the prevailing *historic period*.

c. Parapet and Cornice Treatments - Historic and Heritage Buildings – Not Permitted:
   (i) the removal of existing historic *parapet* or *cornice* elements.
   (ii) *cornice* designs that are stylistically incorrect for the period of the architecture of the subject building.

d. Parapet and Cornice Treatments - Infill Buildings and New Construction – Not Permitted:
   (i) no *cornice*s, or *cornice* designs which are grossly out of character or *scale* with the *historic period*.
   (ii) bland boxy cornice forms.

Figure 22: *Cornice*s

S.3.6.3 Roof Forms and Materials

(1) Roof designs for the downtown shall respect the *pattern*s and architectural style of the *historic period*. Flat roofs with internalized drain systems are the most appropriate for the downtown area. As this type of roof is not a visible element of the building façade, materials are not affected by the design guideline.

(2) Where a pitched roof style is used, the surface material and water drainage *pattern*s shall be carefully considered. Snow shedding shall be addressed when designing roof structures.

(3) Materials used on construction of *mansard* style roof embellishments shall follow Section S.3.5, Exterior Finish Materials.

a. Roofing Materials – Permitted:
   (i) coloured metal with standing seam or batten rib profiles
   (ii) non-ferrous metals (copper, zinc, bronze)
   (iii) bitumen based roofing systems (on flat roofs) (4) - sawn wood shingles
   (iv) asphalt shingles
   (v) rubber simulated shake roofing system

b. Roofing Materials – Not Permitted:
   (i) rough shakes
   (ii) clay tiles (real or simulated)
   (iii) non-coloured galvanized steel or aluminum

S.3.6.4 Lighting

(1) Light fixtures shall reflect the nature of the building style. Architectural lighting of the building façade is encouraged as a method of enhancing the appearance of the structure during hours of low light conditions.

(2) Any lighting used to illuminate any parking and loading areas or parking garages shall be so arranged that all direct rays of light are reflected upon such parking or parking garage, and not on any adjoining premises or highway.

a. Lighting – Permitted:
   (i) indirect
   (ii) turned, enameled, metal shades
   (iii) metal-cast fixtures
   (iv) surface mounted fixtures
   (i) indirect, downward facing, architectural floodlighting of the building façade

b. Lighting – Not Permitted:
   (i) bare lamps
   (ii) neon tube lighting
   (iii) upward casting

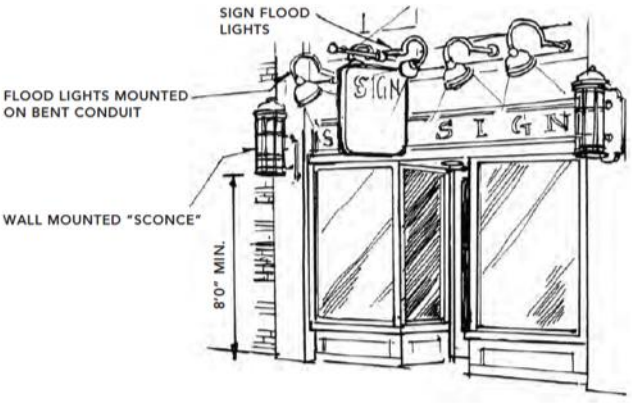


Figure 23: Building *facade* lighting styles

S.3.7 Awnings

Awning design shall be sympathetic to the style, *scale*, form, and period of the building. Materials available as *awning* coverings include woven cotton and acrylic fabrics, and sheet vinyl.

a. Awnings - *Historic Building*s - Permitted:
   (i) retractable arm style *awning*s
   (ii) three point and four point style *awning*s (fascia panels on four point *awning*s to max. 30" H.)
   (iii) shapes with relatively steep roof pitches (35-60 degree angles preferred).
   (iv) Flat finishes

b. Awnings - Infill buildings and New Construction (applies to 2nd Avenue only) – Permitted:
   (i) three point, four point, quarter barrel, and dome (rounded *awning* forms allowed only on buildings where there is architectural rationale for it)

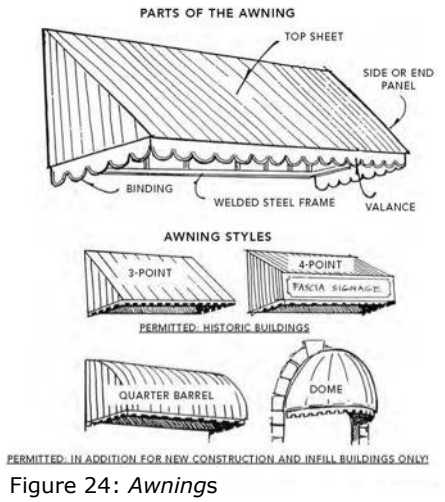


Figure 24: *Awning*s

c. Awnings – All Buildings - Not Permitted:
   (i) modern multi-plane "sculptured" forms
   (ii) any form which has a substantial flat top surface, or top sheet angle of less than 30 degrees
   (iii) *awning*s which substantially obscure the building façade, or historic architectural details
   (iv) gloss finishes (semi-gloss and gloss)

d. Critical Dimensions:
   (i) Minimum height above sidewalk to lowest structural members: 8'-6" (2.5m)
   (ii) Minimum projection from building face: 3'- 0" (.92m)
   (iii) Minimum *setback* of *awning* face from curb edge: 2'- 0" (.62m)

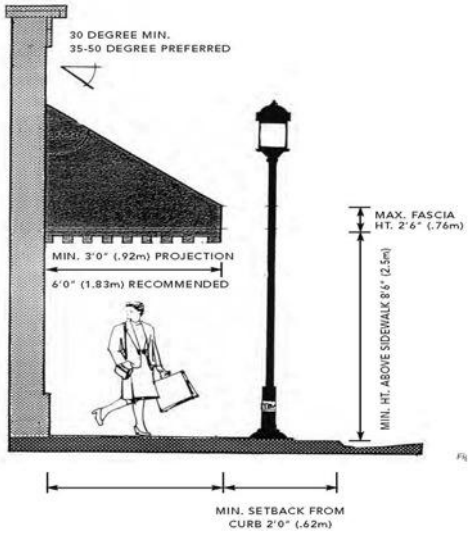


Figure 25: Critical *Awning* Dimensions

S.3.7.1 Fabric, Pattern, and Colour

(1) The design of individual *awning*s shall take into account the colour scheme of the building to which it is to be affixed, as well as the colour schemes used on immediately adjacent buildings, and the overall streetscape. *Awning* colours and fabrics shall be complementary within the context of the Historic Downtown, and not draw attention to a specific business through the use of garish colours and/or graphics. Colour Design Guidelines (Section S.9) apply to *awning*s.

a. Fabric, *Pattern* and Colour – Permitted:
   (i) natural fabrics, woven synthetic fabrics, and vinyl fabrics
   (ii) striped, multi-coloured *pattern*s

b. Fabric, Pattern and Colour - Not Permitted:
   (i) backlit *awning*s
   (ii) gloss or semi-gloss finishes

S.3.7.2 Awnings - Trim

(1) A finishing detail on period style *awning*s was valance skirting. Typical edging *pattern*s included the keyed, scalloped and saw-toothed treatments. The valance provides an area for *signage* and the variety of different edge treatments gives the potential for lively textures. As a precaution against vandalism, the lowest portion of the valance shall be at least 8'-0" (2.46m) above sidewalk level.

a. Awnings Trim – Permitted:
   (i) generously sized valance skirting
   (ii) keyed, scalloped or saw-toothed bottom edge
   (iii) detachable valance for *signage* alterations
   (iv) *awning*s that serve as *signage*

b. Awnings Trim - Not Permitted:
   (i) *awning*s without a valance skirt

S.3.7.3 Awnings - Encroachment Agreements

(1) All applications for an *awning* installation over the public thoroughfare must include a signed indemnity waiver/ encroachment agreement with the City of Fernie.

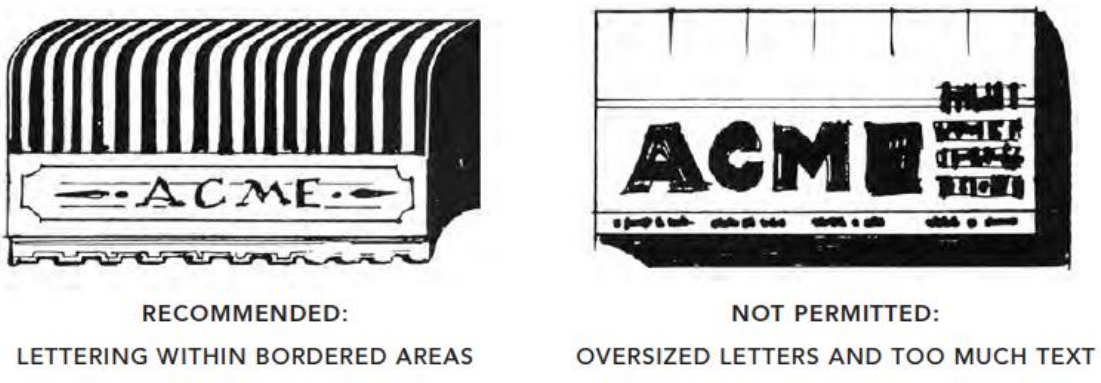


Figure 26: *Awning signage*

S.3.8 Canopies

Canopy structures provide both the pedestrian amenity of sidewalk coverage in bad weather, and structural opportunity to add detail and textural interest to the building façade. *Canopy* structures are typically fabricated of permanent materials and are quite heavy. As a result, canopies in the downtown are constructed around cantilevered portions of the building structure. The design and detailing of all *canopy* elements shall be developed in a comprehensive scheme with the design of the main building façade, and with historic precedent. Provision for the integral installation of signs and pedestrian lighting shall be considered in the design of the *canopy* face, interior and structural system.

S.3.8.1 Canopy - Critical Dimensions

(1) Minimum height above sidewalk of any *canopy* member: 8'- 6" (2.5m)
(2) Minimum *setback* from curb edge: 2'- 0" (0.61m)
(3) Maximum height of fascia: 3'- 0" (0.92m)

a. Canopies – Permitted:
   (i) cantilevered style *canopy* structures with appropriate period style finish

b. Canopies - Not Permitted:
   (i) posted canopies

S.3.9 Signage

The form and nature of all business *signage* shall respect and follow the same general principles of good design and as is encouraged in this document. Sign Bylaw #1888 governs specifics relating to sign sizes and design.

S.3.10 Fencing

Fences in the Historic Downtown may be used to add an element of security, to screen parking and storage areas, or to provide a physical barrier between public and private spaces such as courtyards and patios. Fence designs shall respect the patterns and architectural style of both the *historic period* and the buildings for which they are an accessory.

a. Fencing – Permitted:
   (i) painted wood and synthetic picket fences (low profile secondary facades only)
   (ii) decorative wrought iron fences
   (iii) metal pre-manufactured spindle style fences
   (iv) masonry wall fencing constructed in style complementary to the building
   (v) masonry cap stones
   (vi) brick
   (vii) metal *flashing* (non galvanized)

b. Fencing - Not Permitted:
   (i) hazardous barriers to entry ways per CPTED Guidelines
   (ii) broken glass, razor wire
   (iii) masonry wall capped with clay tile, sawn shingle, galvanized metal fence caps or broken glass
   (iv) chain link fence
   (v) horizontal fencing systems

Figure 27: Example of Masonry wall with decorative wrought iron fence

S.3.11 Decks and Rooftop Patios

Decks and rooftop patios provide public and/or private outdoor space in the historic downtown. Deck and rooftop patio designs shall respect the patterns and architectural style of both the *historic period* and the buildings where they are an accessory. Where a deck is elevated off the ground, skirting shall be used to ensure that the area under the deck is screened from view. Materials used for the construction of decks and rooftop patios shall follow Section S.3.5, Exterior Finish Materials.

a. Deck and Rooftop Patio Railing Systems – Permitted:
   (i) extension of parapet wall to form a solid railing system
   (ii) metal spindle style railing systems
   (iii) decorative wrought iron railing systems
   (iv) wood railing systems (low-profile secondary façades only)
   (v) glass railing systems (low-profile secondary façades only)

b. Deck and Rooftop Patio Railing Systems – Not Permitted:
   (i) horizontal style railing systems

S.3.12 Ghost Signs

Some building façades in Fernie possess remnants of old wall painted advertising *signage*, referred to as "ghost signs". These signs give a glimpse into what once existed in Fernie's Historic Downtown, add authenticity, and therefore carry historical significance.

a. Ghost Signs – Permitted:
   (i) preservation of ghost signs in their current state
   (ii) signs painted on walls of building facades that comply with the *Sign Bylaw,* as amended from time-to-time

b. Ghost Signs - Not Permitted:
   (i) elimination or covering of ghost signs through unnecessary painting or renovation
   (ii) alteration of ghost signs to advertise current businesses or products

(iii) creation or recreation of new signs in the spirit of ghost signs in locations where ghost signs previously existed

(iv) creation of new signs in the spirit of ghost signs where no ghost sign previously existed

Figure 28: Example of a Ghost sign on secondary wall

S.4 HIGHWAY CORRIDOR

All areas designated as Highway Corridor are illustrated in OCP Schedule 'N'.

The Highway Corridor is physically and visually removed from the historic downtown. It lacks the historic commercial architectural elements, which define the character of the older sections of Fernie. Attention to design standards is very important for this area, as it provides the initial impression presented to travelers as they pass through Fernie. The community must take care to protect the aesthetic quality of its "gateways" or entrances. The objective of this designation is to ensure quality built form and to preserve the aesthetic integrity of the gateways to the community.

The Highway Corridor design guidelines support the development of designs that respect the precedent and context of the surrounding environment, both built and natural. Maintaining, restoring and repurposing of historic Miner's homes for commercial and residential purposes is encouraged to maintain the unique character of the highway corridor.

Designs will follow the "Historically Inspired" precedents as recommended for infill and new construction within the Historic Downtown or will follow the "Environmental" theme, based around the use of indigenous organic materials and building massing forms which reflect the rugged, mountainous, natural environment of the region. Stylistically, the design of buildings may reflect historic or modern precedents, but shall strive for congruity with the surrounding landscape and structures.

S.4.1 Aggregate Streetscape

The over-all appearance of the buildings shall respect the general prevailing historic architectural precedent of the community, and/or the physical elements of the surrounding natural environment. Renovations to individual buildings, public amenities and civil works shall reflect a coordinated effort to complement and enhance the visual nature of the highway corridor gateway to the community.

S.4.1.1 Orientation and Views

(1) Views and vistas will be maintained in both directions along Highway 3. No projection, lights or wires will be allowed to cross the Highway to impede the appreciation of the mountain views.

(2) Mechanical devices, such as heating and cooling system components, shall not be placed on the principal frontal façade of buildings, and/or shall be screened from view, regardless of location on the building exterior.

(3) Electrical devices, such as antennas, satellite dishes, transformers, power lines, shall be kept away from the principal front façade of the building, and/or shall be screened from view, regardless of location on the building exterior.

(4) All buildings shall be, primarily, oriented towards the highway.

(5) Buildings and structures shall be designed and sited in a manner compatible with adjacent development.

Figure 29:Maintaining, restoring and repurposing of historic miners' homes for commercial and residential purposes is encouraged to maintain the unique character of the highway corridor and protect Fernie's heritage resources

S.4.1.2 Texture

(1) Restoration projects to historic residential buildings that have been adapted to commercial use shall attempt to accurately preserve and enhance all genuine original textural fabric on the building façade.

(2) Designs for renovation and new construction shall respect the overall textural qualities of the surrounding natural environment.

S.4.1.3 Pattern

(1) Restorations or renovations to historic residential/commercial buildings shall respect the original character of the *pattern* and rhythm of the door and window openings.

(2) Renovations and new construction shall respect and complement the precedent of the characteristic *fenestration pattern*s of the prevailing historic architecture and the area's theme.

S.4.1.4 Proportion

(1) Restorations or renovations to historic residential/commercial buildings shall respect the vertical character of the *Proportion*s of the original structure in all aspects of the building façade.

(2) Designs for renovation and new construction strive to exhibit a vertical aspect that is in keeping with the mountainous nature of the surrounding environment.

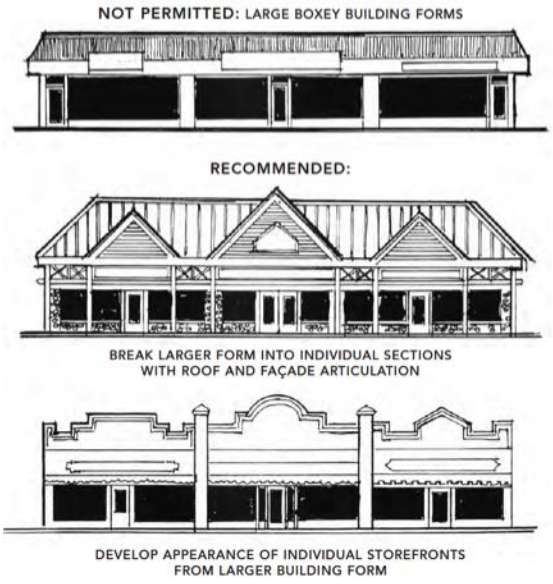
(3) Where extremely large structures are proposed, it is recommended that consideration be given to design concepts that break the façade visually into smaller elements to lessen the monolithic appearance.

S.4.1.5 Scale

(1) Designs for renovations to existing buildings, or new construction, shall respect the *scale* of the prevailing structures within the designated area and the feeling of the surrounding natural environment.

(2) Large boxy building forms are not permitted. It is recommended that larger forms be broken into individual sections using roof and façade articulation to develop the appearance of individual storefronts.

Figure 30: *Scale*



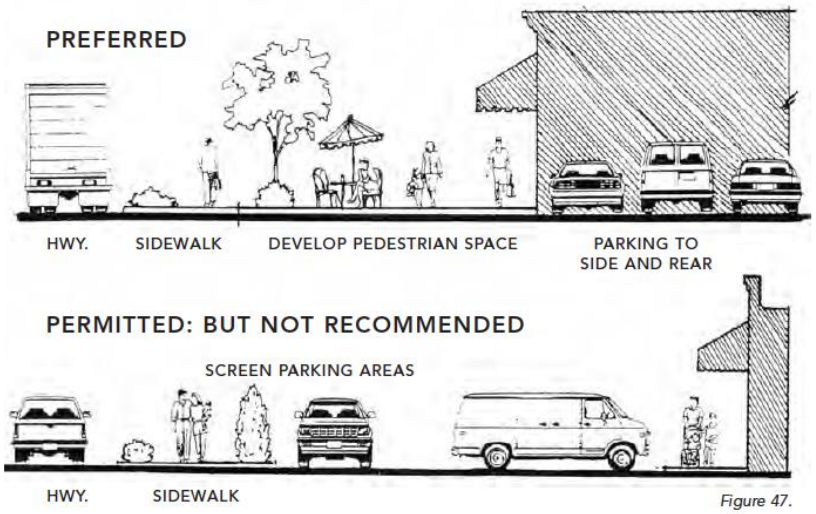
S.4.1.6 Setback

(1) Building *setback* allowances shall be as determined by the Zoning Bylaw and by the requirements of the B.C. Provincial Building Code.

(2) Designs for new construction are encouraged to explore the potential for developing pedestrian amenities through the creative use of the area established by the *setback* from the property line.

(3) Designs for building *setback* from the front property line in order to allow for automobile parking in front of the building are permitted.

Figure 31: *Setback*s



S.4.1.7 Colour

(1) Design decisions regarding the selection of colour on individual buildings shall consider the aggregate appearance of the overall area. Colours shall be chosen which conform to the environmental and/or the historic guideline, and which do not clash with the paint schemes of adjacent buildings or the colours of the surrounding natural environment due to excessive brilliance or intensity. The Colour Design Guideline shall apply (refer to Section S.9).

S.4.1.8 Infill Buildings

(1) Design concepts for renovations to existing *infill buildings*, and for new infill construction, shall respect the stylistic precedent of the prevailing historic architecture within the area.

(2) Care shall be taken to acknowledge the components of: *proportion*, *scale*, texture, and *pattern* as evidenced within the existing heritage architecture of Fernie in order to achieve designs which

blend sympathetically into the heritage environment.

Figure 32: Infill construction respectful of the surrounding natural environment and appropriate landscaping

S.4.1.9 Residential Rehabilitation

(1) Design proposals for residential-style buildings that are zoned for, and used for, commercial purposes, shall follow the same general design policies as apply to other commercial structures.

(2) Adaptive re-use of residential historic properties to a commercial is encouraged.

Figure 33: Adaptive reuse of residential properties

S.4.1.10 Landscape

(1) Design proposals for new construction that feature the development of *setback*s for parking purposes shall include plans for the landscape screening of such parking areas from the highway corridor.

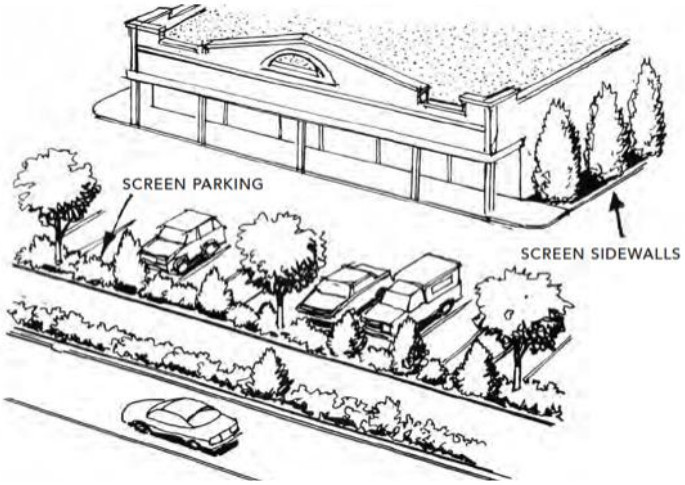
(2) Each business will be responsible for a planting program to landscape properties fronting on the highway corridor, in order to create screening for unsightly elements such as parking lots, and to enhance architectural features. The operator is responsible for the continued maintenance of the landscape vegetation. Landscape features shall be designed and maintained with a regard for security issues, as well as, aesthetics.

(3) Landscape features that promote pedestrian friendly access to businesses along the highway corridor are encouraged.

(4) Proposals for development shall respect the immediate prevailing natural environment and shall include measures to protect and enhance any natural landscape features that are associated with the property being developed.

(5) Provision for on-site snow storage from parking lot clearing shall be incorporated in the site design.

Figure 34: *Landscaping*



S.4.1.11 Ancillary Structures

(1) Ancillary structures shall be complementary to the building design and shall not draw excess attention.

S.4.2 Exterior Finish Materials

Synthetic (man-made) materials are generally discouraged in favour of natural (organic) materials. Materials, which are considered for use as an *exterior finish* within the Highway Corridor, shall respect the quality of the natural materials evident in the surrounding environment. Original, historic, building materials shall be retained whenever possible during restorative renovations. Never cover historic material with modern materials, and if historic materials have been covered over, it is recommended that they be uncovered and refurbished to as near original condition as possible.

The ultimate decision as to the appropriateness of a certain material shall be determined through the design review process. Various materials are listed in the following section, with indications as to their relative suitability. Graphics of preferred finish materials may be found in the Historic Downtown section.

S.4.2.1 Metals and Synthetic Materials

(1) As a result of the tenets of the Environmental and Historic Themes, metal is a suitable material when used primarily for detail work on areas such as *cornice* forms and *flashing*s, roof surfaces, and fasciae.

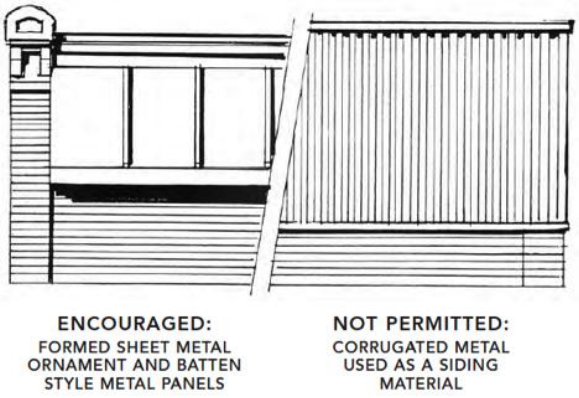
a. Metals and Synthetic Materials – Permitted:
   (i) metal, formed into traditional decorative elements such as *flashing*s, *cornice*, *bracket*s and finials
   (ii) non-ferrous metals such as copper, brass, bronze, zinc, used for decorative purposes
   (iii) sheet metal used in the fashion of the *historic period* shall be used in the manner described under Wood, Section S.4.2.3
   (iv) fiber cement lap siding: 5 inch (127 mm) exposure or less

(v) creative use of metal on roof forms with standing seam and batten rib style profiles

b. Metals and Synthetic Materials – Not Permitted:
   (i) artificial brick or artificial stone
   (ii) metal used in large masses as primary siding material
   (iii) asbestos or asphalt shingles or panels as a wall covering
   (iv) fiberglass panels
   (v) *corrugated metal* used as a siding material.

Figure 35: Metal finishing

Figure 36: Metal finishes



S.4.2.2 Masonry

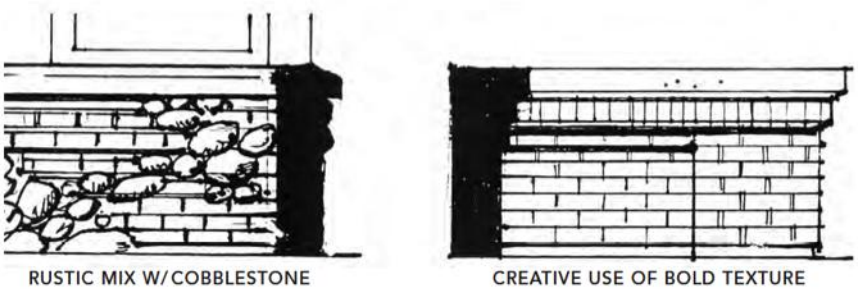
(1) Refer to the Colour Design Guideline in Section S.9.

a. Stone – Permitted:
   (i) stone of the types which are indigenous to, and/or traditionally used in Fernie: granite, marble, sandstone, cobblestone, round creek rock
   (ii) facing stone laid in regular, coursed, *pattern*s to imitate structural stone
   (iii) stone tiles, e.g. granite, marble
   (iv) random coursed stone veneers
   (v) stacked stone

b. Stone – Not Permitted:
   (i) stone veneer masonry over other historic original building fabric

c. Brick – Permitted:
   (i) common brick in traditional sizes and colours
   (ii) highly textured brick surfaces, such as *corbel*ling, and inset panels w/ half and full brick' rusticated "clinker brick", sandblasted brick façade sculpture
   (iii) modern oversized brick forms, coloured bricks

Figure 37: Recommended brick masonry styles



d. Brick – Not Permitted:
   (i) artificial brick facing or embossed paneling
e. Stucco – Permitted:
   (i) traditional stucco and/or acrylic stucco with smooth sand float finish
   (ii) muted colours (preferably earth tones) mixed directly into stucco mortar
   (iii) acrylic stucco over Styrofoam forms to create dimensional architectural detail
f. Stucco – Not Permitted:
   (i) pure white or excessively bright coloured stucco
   (ii) rock dash or embedded glass finish on stucco
   (iii) covering of historic building fabric with stucco
   (iv) stucco on front (primary) façade exceeding 75% of the total surface area
g. Cast Concrete – Permitted:
   (i) pre-cast, or cast in place, architectural wall panels with organic/environmentally inspired textures
   (ii) decorative cast concrete ornament
h. Cast Concrete – Not Permitted:
   (i) unfinished, form cast concrete walls
i. Concrete Block – Permitted:
   (i) textured cast concrete block; e.g. split faced, scored, or cast to simulate cut stone, with colour cast into block
   (ii) regular modular concrete block with stucco finish, or paint finish
j. Concrete Block – Not Permitted:
   (i) unfinished regular concrete block
k. Ceramics and Vitreous Materials – Permitted:
   (i) exterior grade (frost proof) ceramic tiles - gloss or matte finish
   (ii) tile *pattern*s, and textures based on organic, natural materials
   (iii) colours based on subdued palate drawn from local environment
   (iv) glass block masonry
   (v) architectural stained glass
l. Ceramics and Vitreous Materials – Not Permitted:
   (i) interior grade tiles
   (ii) large areas of small mosaic tiles

S.4.2.3 Wood

(1) Wood is a recommended material that blends harmoniously with environmental themes. Wood siding may be used sparingly in historically themed buildings (refer to Section S.3.6, Exterior Finish Materials, Wood in the Historic Downtown development permit area).

a. Wood Siding Materials – Permitted:
   (i) wood board finish siding which makes creative use of traditional wood siding *pattern*s, sizes, and methods of application: 5 inch (127 mm) exposure or less

(ii) bulky wooden trims and corner boards: 1”x 4” (25mm x 103mm) and1’x6” (25mm x 154mm)
(iii) heavy post and beam structural elements with ornamental bracing and detailing
(iv) sawn wood shingles - both plain and fancy shapes; e.g. fishscale, diamond,
(v) log structures

b. Wood Siding Materials – Not Permitted:
(i) unfinished plywood, or chip board, used as a finish siding

c. Wood Finishes - Permitted:
(i) paint and stain finishes
(ii) clear finishes

S.4.3 Ornament

Ornamental detail shall be considered as a part of a total design concept, rather than as an applied after-thought. Opportunities for integrated ornament exist in the creative design of finish materials and textures, as well as in ornamental structural components.

When considering ornamental details for buildings, emphasis shall be placed upon exterior wall materials, surface planes and textures, *skyline* articulation, and design motifs.

S.4.3.1 Decorative Motifs

(1) Ornamental motifs may reflect the natural elements of the surrounding environment or the heritage period details of the historic downtown.

(2) Decorative aspects of structural post and beam wood work; e.g. fancy notches, *corbel*s, *bracket*s, lattice work grills, pergola frame details, are encouraged.

(3) Decorative elements from the following architectural movements are acceptable and encouraged:
a. Neo-traditional and Neo-Classical
b. Craftsman/ Arts and Crafts Movement/Mission/Bungalow
c. Chateau-esque (such as the Fernie Courthouse)
d. Rustic Parks Lodge
e. Post Modern forms (with rustic textures)

S.4.3.2 Windows and Doors

(1) Windows and doors are key design elements of the commercial building façade, and shall be afforded careful consideration in any design proposal for renovation or new construction. The form, *proportion*, *pattern* and detail of windows and trim on each individual building façade, as well as the aggregate appearance of the *fenestration*, are an important aspect of building design.

a. Windows - Permitted:
(i) heavy wood frames, glazing bars (muntins), sash, sill, and lintel
(ii) vertically *proportion*ed rectangular window forms - with multi-paned lights
(iii) decorative *bulkhead* treatments coordinated to overall building theme
(iv) coloured metal or vinyl frames, sash, muntins,
(v) muntin grills with traditional *proportion*s and traditionally inspired window trims
(vi) vertical format windows with multi-panes and bold trims

b. Windows - Not Permitted:
(i) boarded over window openings - especially with unfinished plywood or lumber
(ii) horizontally *proportion*ed window forms

(iii) featureless sealed units
(iv) unpainted (unfinished) metal window frames
(v) modern horizontally *proportion*ed windows with no muntins

c. Doors – Permitted:
   (i) retention of original historic doors
   (ii) wood doors with traditional detailing
   (iii) coloured (anodized or painted) metal doors

d. Doors – Not Permitted – on primary commercial façades:
   (i) unfinished metal doors
   (ii) flat, featureless, wood or metal doors

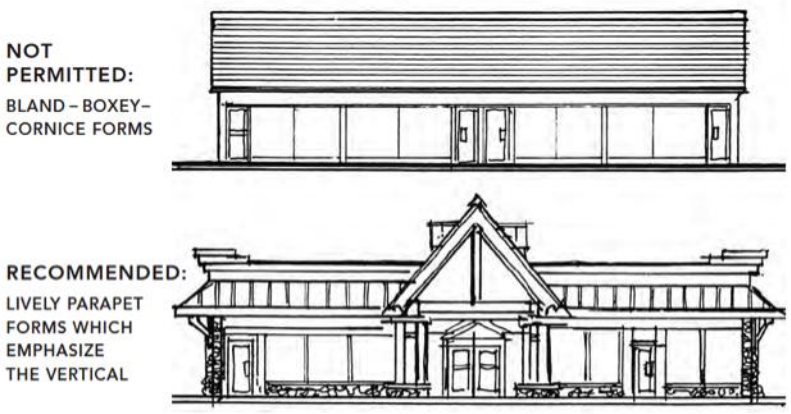
S.4.3.3 Parapet and Cornice Treatments

(1) The *parapet* and *cornice* are important ornamental design features on individual buildings as well as to the aggregate appearance of the highway corridor. *Cornice*s usually incorporate some form of decorative ornament, in keeping with the stylistic trends prevalent at the time of the building's construction, and act as an important *flashing* element to keep water away from the face of the building.

a. *Parapet* and *Cornice* Treatments - Permitted:
   (i) *cornice* designs which enliven the *skyline* of the building by means of horizontal and vertical detailing, and which are sympathetic to the spirit of the surrounding natural environment and local historical architecture
   (ii) lively *parapet* forms which emphasize the vertical

b. *Parapet* and *Cornice* Treatments - Not Permitted:
   (i) flat, featureless *parapet* and *cornice* lines
   (ii) *cornice* designs which are grossly out of character or *scale* of the building
   (iii) bland, boxy *cornice* forms

Figure 38: *Parapet* and *cornice* treatments



S.4.3.4 Roof Forms and Materials

(1) Roof designs shall generally reflect the *pattern*s of the mountainous surrounding environment. Roof and *parapet* forms shall express an articulated vertical rhythm.

(2) Snow shedding shall be addressed when designing roof structures.

(3) The safe removal of snow and water shall also be considered in roof design.

a. Roof Types – Permitted:
   (i) pitched roofs with gable and dormer forms
   (ii) flat roofs with lively *parapet* and *cornice* detailing

b. Roofing Materials – Permitted:
   (i) coloured metal with standing seam or batten rib profiles
   (ii) non-ferrous metals (copper, zinc, bronze)
   (iii) sawn wood shingles and split shakes
   (iv) asphalt shingles - fiberglass shingles

c. Roofing Materials – Not Permitted:
   (i) clay tiles
   (ii) non-coloured galvanized steel or aluminum

S.4.4.5 Lighting

(1) Light fixtures shall reflect the nature of the building style. Architectural lighting of the building façade is encouraged as a method of enhancing the appearance of the structure during hours of low light conditions.

(2) Any lighting used to illuminate any parking and loading areas or parking garages shall be so arranged that all direct rays of light are reflected upon such parking or parking garage, and not on any adjoining premises or highway.

a. Lighting – Permitted:
   (i) indirect
   (ii) turned, enameled, metal shades
   (iii) metal-cast fixtures
   (iv) surface mounted fixtures
   (v) indirect, downward facing, architectural floodlighting of the building façade

b. Lighting – Not Permitted:
   (i) bare lamps
   (ii) neon tube lighting
   (iii) upward casting

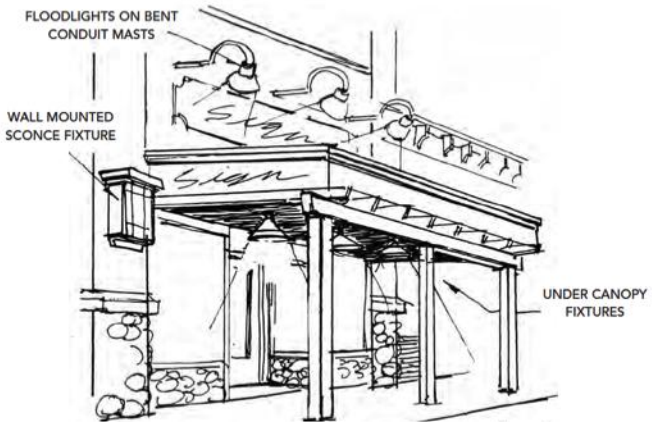


Figure 39: *Lighting*

S.4.4.1 Design

a. *Awning*s - Permitted:
   (i) retractable arm style *awning*s
   (ii) three point, four point, quarter barrel, and dome (rounded *awning* forms allowed only on buildings where there is architectural rational for it)
   (iii) shapes with relatively steep roof pitches (35-60 degree angles preferred).
   (iv) flat finishes

b. Awnings - Not Permitted:
   (i) modern multi-plane "sculptured" forms
   (ii) any form which has a substantial flat top surface, or top sheet angle of less than 30 degrees
   (iii) gloss finishes (semi-gloss and gloss)
   (iv) *awning*s shall not be so large as to obscure the building façade
   (v) *awning*s with any structural member lower than 8'-6" (2.5m)

S.4.4.2 Fabric, Pattern and Colour

(1) The design of individual *awning*s shall take into account the colour scheme of the building to which the *awning* is to be affixed, as well as, the colour schemes used on immediately adjacent buildings, and the overall streetscape. *Awning* colours and fabrics shall not draw

attention to a specific business through the use of garish colours and/or graphics. The Colour Design Guidelines (Section S.9) apply to *awnings*.

a. Fabric, Pattern and Colour - Permitted:
   (i) natural fabrics, woven synthetic fabrics, and vinyl fabrics
   (ii) striped, multi-coloured *patterns*

b. Fabric, Pattern and Colour - Not Permitted:
   (i) backlit *awnings*
   (ii) gloss or semi-gloss finishes

S.4.4.3 Awnings - Encroachment Agreements

(1) All applications for an *awning* installation over the public thoroughfare must include a signed indemnity waiver/ encroachment agreement with the City of Fernie.

S.4.5 Canopies

Canopies may be attached to a building or free standing. *Canopy* structures provide both the pedestrian amenity of sidewalk coverage in bad weather, and structural opportunity to add detail and textural interest to the building façade. The design and detailing of all *canopy* elements shall be developed in accordance with the design of building façades. Provision for the integral installation of signs (per Sign Bylaw) and pedestrian lighting shall be considered in the design of the *canopy* face, interior and structural system.

S.4.5.1 Canopy – Posts

a. *Canopy* Posts -Permitted:
   (i) posts of a dimension to create a substantial appearance
   (ii) masonry finish posts
   (iii) decorative detailing

b. Canopy Posts - Not Permitted:
   (i) small dimensioned structural posts
   (ii) canopies with any structural member lower than 8’-6” (2.5m)

Figure 40: *Canopy Design in Highway Corridor*

S.4.6 Secondary Façades

A building is more than just the front façade. The primary façade is the most important, however secondary façades shall be finished in a manner that is pleasing to the eye and consistent with the design theme. This is particularly true, as many building rear and sidewalls are visible from adjacent streets. Secondary façades may be characterized as high- and low-profile.

S.4.6.1 High Profile Secondary *Facades*

(1) High-profile secondary façades include the sidewalls of corner located buildings, prominent sidewalls, which extend above lower adjacent buildings and are apparent from the main street. Some rear and side walls are high profile due to a particular siting stance. Special care must be taken where a secondary façade faces a residential dwelling or public space.

a) High Profile Secondary *Facade*s - Permitted:
   (i) secondary façade treatments based upon and reflecting the design elements and the treatment of the primary façade (or in special circumstances, the local residential dwellings).

Figure 41: High Profile Secondary Façade and Appropriate Landscaping

S.4.6.2 Low Profile Secondary *Facades*

(1) Low-profile secondary façades include surfaces of the building, which are not immediately visible to public view, such as lane way oriented rear walls.

a) Low Profile Secondary *Facade*s - Permitted:
   (i) Secondary *facade*s, where painted, shall be painted to complement the rest of the building façade.

S.4.6.4 Fences

Fences in the Highway Corridor may be used to add an element of security, to screen parking and storage areas, or to provide a physical barrier between public and private spaces such as courtyards and patios. Fence designs shall respect the patterns and architectural style of the buildings for which they are an accessory.

a. Fencing – Permitted:
   (i) painted wood and synthetic picket fences (low profile secondary facades only)
   (ii) decorative wrought iron fences
   (iii) metal pre-manufactured spindle style fences
   (iv) masonry wall fencing constructed in style complementary to the building
   (v) masonry cap stones
   (vi) brick
   (vii) metal *flashing* (non galvanized)

b. Fencing - Not Permitted:
(i) hazardous barriers to entry ways per CPTED Guidelines
   (ii) broken glass, razor wire
   (iii) masonry wall capped with clay tile, sawn shingle, galvanized metal fence caps or broken glass
   (iv) chain link fence
   (v) horizontal fencing systems

S.4.6.5 Decks

(1) Decks and rooftop patios provide public and/or private outdoor space. Deck and rooftop patio designs shall respect the patterns and architectural style of the building for which they are accessory to. Where a deck is elevated off the ground, skirting shall be used to ensure that the area under the deck is screened from view. Materials used for construction of decks and rooftop patios shall follow the section for Exterior Finish Materials of the selected building theme.

a) Deck and Rooftop Patio Railing Systems – Permitted:
   (i) extension of parapet wall to form a solid railing system
   (ii) metal pre-manufactured spindle style railing systems
   (iii) decorative wrought iron railing systems
   (iv) wood railing systems
   (v) glass railing systems

b) Deck and Rooftop Patio Railing Systems – Not Permitted:
   (i) horizontal style railing systems

Figure 42: Wood Deck following Environmental Theme

S.4.7 Colour

Design decisions regarding the selection of colour on individual buildings shall consider the aggregate appearance of the overall area. Colours shall be chosen which conform to the environmental and/or the historic guideline, and which do not clash with the paint schemes of adjacent buildings or the colours of the surrounding natural environment due to excessive brilliance or intensity. The Colour Design Guideline shall apply (refer to Section S.9).

S.5 SERVICE COMMERCIAL

All areas designated as Service Commercial are illustrated in OCP Schedule 'O'.

The community must take care to protect the aesthetic quality of its "gateways" or entrances. The objective of this designation is to ensure quality built form and to preserve the aesthetic integrity of the gateways to the community.

S.5.1 Design Policies

(1) Site design shall facilitate access by pedestrians, bicycles and vehicles and minimize conflict between pedestrian, bicycle and vehicular movements.

(2) Exterior colour on buildings shall reflect the environmental or historic and heritage colour schemes.

(3) Buildings and structures shall be designed and sited in a manner compatible with adjacent development.

(4) The building design shall complement the environmental or *historic and heritage building* themes in Fernie. Peaked and sloped roofs are preferred to accommodate snowfalls and to reflect traditional building design in the community. Snow shedding shall be addressed when designing roof structures.

(5) Quonsets are not a permitted building form.

(6) A *landscaping* plan shall be submitted as part of the Development Permit application.

(7) All outdoor storage of garbage must be in bear proof containers enclosed within an *ancillary structure* that is of complementary design and finish to the principal building.

(8) Provision for on-site snow storage from parking lot clearing shall be incorporated in the site design.

(9) Garbage, electrical, mechanical, and storage areas must be screened from all public roadways, common areas and trails.

S.5.2 Lighting

Lighting shall provide security and pedestrian orientation. Light fixtures shall reflect the nature of the building style. Architectural lighting of the building façade is encouraged as a method of enhancing the appearance of the structure during hours of low light conditions.

Any lighting used to illuminate any parking and loading areas or parking garages shall be so arranged that all direct rays of light are reflected upon such parking or parking garage, and not on any adjoining premises or highway.

a) Lighting – Permitted:
   (i) indirect
   (ii) turned, enameled, metal shades
   (iii) metal-cast fixtures
   (iv) surface mounted fixtures
   (v) indirect, downward facing, architectural floodlighting of the building façade

b) Lighting – Not Permitted:
   (i) bare lamps
   (ii) neon tube lighting
   (iii) upward casting

S.6 LIGHT INDUSTRIAL

All areas designated as Light Industrial are illustrated in OCP Schedule 'P'.

The community has indicated a desire for "clean" industry in light industrial areas. The location of the Light Industrial Development Permit area is in close proximity to residential and commercial land uses. Consequently, as a means to reduce conflict, it is important that all industrial use in this area be complementary with other adjacent land uses.

S.6.1 Design Policies

(1) Site design shall facilitate access by pedestrians, bicycles and vehicles and minimize conflict between pedestrian, bicycle and vehicular movements.

(2) Exterior colour on buildings shall reflect the environmental or historic and heritage colour schemes.

(3) Buildings and structures shall be designed and sited in a manner compatible with adjacent development.

(4) The building design shall complement the environmental or *historic and heritage building* themes in Fernie. Peaked and sloped roofs are preferred to accommodate snowfalls and to reflect traditional building design in the community. Snow shedding shall be addressed when designing roof structures.

(5) Quonsets are not a permitted building form.

(6) Design shall incorporate measures to reduce noise and pollution.

(7) A *landscaping* plan shall be submitted as part of the Development Permit application.

(8) All outdoor storage of garbage must be in bear proof containers enclosed within an *ancillary structure* that is of complementary design and finish to the principal building.

(9) Provision for on-site snow storage from parking lot clearing shall be incorporated in the site design.

(10) Garbage, electrical, mechanical, and storage areas must be screened from all public roadways, common areas and trails.

S.6.2 Lighting

Lighting shall provide security and pedestrian orientation. Light fixtures shall reflect the nature of the building style. Architectural lighting of the building façade is encouraged as a method of enhancing the appearance of the structure during hours of low light conditions.

Any lighting used to illuminate any parking and loading areas or parking garages shall be so arranged that all direct rays of light are reflected upon such parking or parking garage, and not on any adjoining premises or highway.

a) Lighting – Permitted:
   (i) indirect
   (ii) turned, enameled, metal shades
   (iii) metal-cast fixtures
   (iv) surface mounted fixtures
   (v) indirect, downward facing, architectural floodlighting of the building façade
b) Lighting – Not Permitted:
   (i) bare lamps
   (ii) neon tube lighting
   (iii) upward casting

S.7 MULTI-FAMILY RESIDENTIAL

All areas designated as Multiple Family Residential are illustrated in OCP Schedule 'Q'.

The objective of the Multi-family Development Permit Area is to ensure that new development fits with the character of the surrounding neighbourhood and community. Design guidelines are required to facilitate the design and sensitive development of multiple family dwellings in existing developed areas.

Figure 43: Environmentally Themed Multi-Family development

S.7.1 Design Policies

(1) Buildings shall be sited to maximize view corridors and minimize blocking view corridors of existing development and consider the effects on privacy and view lines with respect to neighbouring properties.

(2) Exterior colour on buildings shall reflect the environmental or historic/heritage colour schemes.

(3) All development shall be compatible and complementary to adjacent development.

(4) The building design shall complement the environmental or historic/heritage themes in Fernie. Peaked and sloped roofs are preferred to accommodate snowfalls and to reflect traditional building design in the community. Snow shedding shall be addressed when designing roof structures.

(5) Balconies, decks, terraces and patios are encouraged.

(6) Garbage, electrical, mechanical, and storage areas must be screened from all public roadways, common areas and trails.

(7) All outdoor storage of garbage must be enclosed within an ancillary structure that is of complementary design and finish to the principal building.

(8) Development shall facilitate access by pedestrian, bicycle and vehicular modes of transportation.

(9) Appropriate links to surrounding areas and open spaces are encouraged.

(10) A *landscaping* plan shall be submitted as part of the Development Permit application.

(11) Provision for on-site snow storage from parking lot clearing shall be incorporated in the site design.

(12) Provision of parking stalls will be in accordance with the Zoning Bylaw.

S.7.2 Lighting

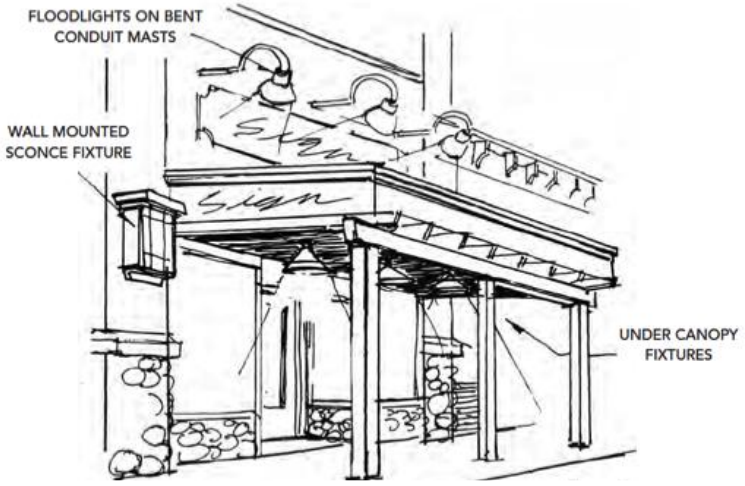
Light fixtures shall reflect the nature of the building style. Architectural lighting of the building façade is encouraged as a method of enhancing the appearance of the structure during hours of low light conditions.

Any lighting used to illuminate any parking and loading areas or parking garages shall be so arranged that all direct rays of light are reflected upon such parking or parking garage, and not on any adjoining premises or highway.

a) Lighting – Permitted:
   (i) indirect
   (ii) turned, enameled, metal shades
   (iii) metal-cast fixtures
   (iv) surface mounted fixtures
   (v) indirect, downward facing, architectural floodlighting of the building façade

b) Lighting – Not Permitted:
   (i) bare lamps
   (ii) neon tube lighting
   (iii) upward casting

Figure 44: Lighting



S.8 NEIGHBORHOOD COMMERCIAL

All areas designated as Neighborhood Commercial are illustrated in OCP Schedule 'R'.

Neighborhood Commercial areas are designated to encourage the appropriate development of commercial services for neighborhood residents.

S.8.1 Design Policies

(1) Buildings shall be sited to maximize view corridors and to minimize blocking view corridors of existing development.

(2) Building design shall consider the effects on privacy and view lines with respect to neighbouring properties.

(3) Exterior colour on buildings shall reflect the environmental or historic/heritage colour schemes.

(4) All development shall be compatible and complementary to adjacent development.

(5) Buildings and structures shall be designed and sited in a manner compatible with adjacent development.

(6) The building design shall complement the natural mountain environment in Fernie. Peaked and sloped roofs are preferred to accommodate snowfalls and to reflect traditional building design in the community. Snow shedding shall be addressed when designing roof structures.

(7) Balconies, decks, terraces and patios are encouraged.

(8) Garbage, electrical, mechanical, and storage areas must be screened from all public roadways, common areas and trails.

(9) All outdoor storage of garbage must be enclosed within an ancillary structure that is of complementary design and finish to the principal building.

(10) Development shall facilitate access by pedestrian, bicycle and vehicular modes of transportation.

(11) Appropriate links to surrounding areas and open spaces are encouraged.

(12) A *Landscaping* plan shall be submitted as part of the Development Permit application.

(13) Provision for on-site snow storage from parking lot clearing shall be incorporated in the site design.

(14) Provision of parking stalls will be in accordance with the Zoning Bylaw.

S.8.2 Lighting

Light fixtures shall reflect the nature of the building style. Architectural lighting of the building façade is encouraged as a method of enhancing the appearance of the structure during hours of low light conditions.

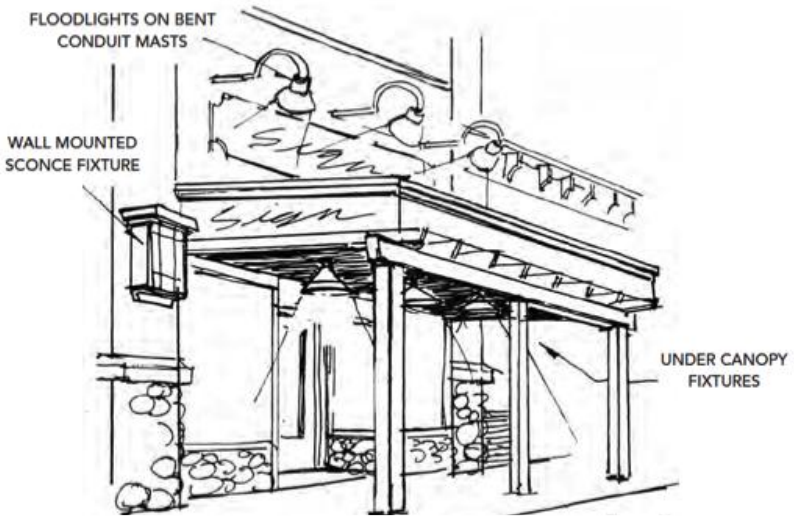
Any lighting used to illuminate any parking and loading areas or parking garages shall be so arranged that all direct rays of light are reflected upon such parking or parking garage, and not on any adjoining premises or highway.

a) Lighting – Permitted:
   (i) indirect
   (ii) turned, enameled, metal shades
   (iii) metal-cast fixtures

(iv) surface mounted fixtures
(v) indirect, downward facing, architectural floodlighting of the building façade

b) Lighting – Not Permitted:
(i) bare lamps
(ii) neon tube lighting
(iii) upward casting

Figure 45: Lighting



S.9 COLOUR DESIGN GUIDELINE

Colour is one of the most powerful design elements, which can be used to create an image of unity and quality within Fernie. The Colour Design Guideline has been created to aid in developing a broader view of the marketing image of the community, and in choosing and evaluating successful colour schemes for use within the designated Development Permit Areas.

The following colour guideline shall be followed:

(1) Use warm, subdued background shades that blend harmoniously as a whole throughout the area.

(2) Use brighter accent colours discretely to create subtle areas of focus, not to out-shout the neighbours.

(3) Utilize multi-coloured paint schemes to create visual interest and to highlight architectural features.

(4) Include the roof colour (where visible) as part of the overall colour considerations.

S.9.1 Historic and Heritage Colour Schemes

Colour schemes for historic, heritage, and infill, buildings within the Historic Downtown shall recognize the precedents of the types of colours and the paint schemes typically used on structures in the *historic period*.

The palette of colours and types of paint available during the *historic period* was very limited by modern standards. The colours tended to be derived from natural organic sources, which limited their brilliance, but they were used in intense concentrations creating strong, contrasting effects.

a) Historic and Heritage Colour Schemes - Permitted
   (i) reds - terra cotta tones, Tuscan dark reds, and small amounts of fire engine red
   (ii) yellow ochre
   (iii) dark mossy greens and sage greens
   (iv) blues - dark navy and powdery Delft blue grays
   (v) earth tones - creams, tans, beiges
   (vi) white and grays

b) Historic and Heritage Colour Schemes - Not Permitted
   (i) single colour paint schemes with a single colour value
   (ii) large areas of extremely dark, light, or bright colours
   (iii) colour schemes which seek to grab attention by clashing with the colours of building or adjacent buildings
   (iv) Neon or Day-Glo colours

S.9.2 Environmental Colour Schemes

The Environmental Colour Scheme utilizes the intrinsic colours of the surrounding natural environment. Colours selected from the earth tone and/or gray or light and mid range shades of colours generally will provide acceptable base colour choices.

a) Environmental Colour Schemes - Permitted
   (i) colour schemes which respect the appearance of adjacent buildings
   (ii) subdued background shades with small areas of bright accent colour
   (iii) contrasting shade and tone paint schemes which accent the decorative features of the building façade
   (iv) multi-hued and multi-coloured accent schemes

(v) shaded and tinted
(vi) use of warm tones as background wall colours
(vii) stronger colours or more brilliant contemporary colours, shall be reserved for trims and smaller accent areas

b) Environmental Colour Schemes - Not Permitted
(i) single colour paint schemes with a single colour value
(ii) large areas of extremely dark, light, or bright colours
(iii) colour schemes which seek to grab attention by clashing with the colours of building or adjacent buildings
(iv) Neon or Day-Glo colours

S.10 CRIME PREVENTION THROUGH ENVIRONMENTAL DESIGN (CPTED)

There are many design principles associated with CPTED1[1]. The basic design criteria are provided in the following sub-sections.

S.10.1 Awareness of the Surrounding Environment

People should be able to see and understand the surrounding environment through unobstructed sightlines, adequate lighting, and avoidance of hidden spaces.

S.10.2 Visibility by Others

Create the ability to be seen by others and create a sense of ownership through maintenance and management of the built environment.

S.10.3 Finding Help

The ability to communicate, find help or escape when in danger through improved signs and designs.

S.10.4 Sightlines

The inability to see what is ahead along a route due to sharp corners, walls, earth berms, fences, bushes or pillars is a serious im*pediment* to the feeling of being safe. Large *column*s, tall privacy fences, overgrown shrubbery and other thick barriers adjacent to pedestrian paths could shield an attacker. Dense landscape screens, insets adjacent to paths and long fences that cut off a way to escape a place, could act as entrapments.

S.10.4.1 Sightlines Guidelines

(1) Design Visibility: The design of the built environment should allow for clear sightlines.

(2) Modify Sightlines: Sharp "blind" corners should be avoided, especially on stairs or corridors.

(3) Problematic Spaces: Visibility should be taken into account when designing or planning spaces where risk to personal safety is perceived to be high.

(4) Future Sightline Impediments: Landscaping should be planned and trimmed along walkways to maintain an unobstructed view.

S.10.5 Lighting

Sufficient lighting is necessary for people to see and to be seen. Lighting affects human behaviour. Too much, too little or coloured light has different effects. It takes a few seconds to adapt to a change in light intensity and light colour. Lighting must be planned and evaluated in terms of the use and behaviour it promotes or deters.

S.10.5.1 Lighting Guidelines

(1) Minimum Standards

[1] Information from "Design Guide for a Safer City", December 1995, Edmonton Planning and Development

(2) Pedestrian walkways, back lanes and access routes open to public spaces should be lit so that a person with normal vision is able to identify a face from a distance of 15 m. Inset spaces, signs, entrances and exits should be lit.

(3) Necessity of Lighting/Improper Lighting

(4) The paths or spaces not intended for nighttime use should remain unlit to avoid giving a false sense of security or impression of use.

(5) Consistency of Lighting

(6) Lighting should be uniformly spread to reduce contrast between shadows and illuminated areas.

(7) Designing for Night Time Use

(8) Project proposals should take into account the nighttime use of outdoor spaces specifying the type, placement and intensity of lighting.

(9) Protection of Lighting

(10) Light fixtures should be protected against casual vandalism.

(11) Placement of Lighting

(12) Lighting should also be directed on the walkways and possible entrapment spaces rather than on roads only.

(13) Maintenance

(14) Bushes and trees that block the light should be trimmed. Lighting fixtures should be maintained in a clean condition and promptly replaced if burnt or broken.

S.10.6 Predictable Routes

Predictable routes offer no alternative for pedestrians. An attacker can predict where pedestrians will end up once they are on the path.

S.10.6.1 Predictable Routes Guidelines

(1) Visibility of Predictable Routes: If there is a need for the predictable route, it should be designed to incorporate visibility.

(2) Location of Predictable Routes Near Entrapment Spots: If there is an entrapment spot or isolated area within 50 to 100m of the end of the predictable route, it should be modified or eliminated.

(3) Natural Surveillance: Natural surveillance of the predictable route should be encouraged.

(4) Sightlines: If a pedestrian cannot see what is on or at the end of a predictable route, the visibility should be increased by lighting and/or the use of a reflective surface such as a mirror.

(5) Lighting: Predictable routes should be uniformly lit.

(6) Access to Help: Emergency telephones, intercoms, and security alarms should be added to predictable routes and the means to summon help well signed.

(7) Alternative Route Signs: An alternative well-lit and/or frequently travelled route should be signed at the entrance.

S.10.7 Entrapment Spots

Entrapment spots are small, confined areas near or adjacent to well-travelled routes that are shielded on three sides by some barriers, such as walls or bushes.

S.10.7.1 Entrapment Spots Guidelines

(1) Elimination of Entrapment Spots: If there is an entrapment spot adjacent to a main pedestrian route (e.g. hidden area below or above grade, private dead alley, walled area or storage area, it should be eliminated.

(2) Closing of Entrapment Spot in Off Hours: If elimination of an entrapment spot is not possible, it should be locked or closed during off hours.

(3) Visibility: It is preferable to have natural surveillance however, if an entrapment area is unavoidable, the area should be well lit and preferably employ formal surveillance.

(4) Escape Route and Help: Design should provide for an opportunity to escape and find help.

S.10.8 Isolation

Most people feel unsafe in isolated areas especially if people judge that signs of distress or yelling will not be seen or heard. People may shy away from isolated areas and in turn, such places could be perceived as even more unsafe.

S.10.8.1 Isolation Guidelines

(1) Natural Surveillance of Isolated Routes and Public Spaces: Blank *facade*s or buildings set far back at street level should be avoided as they can create a sense of isolation.

(2) Problematic Routes: Surrounding buildings should overlook isolated routes to and from parking lots or parkades. Provide parking so that there is natural surveillance from the occupants of the buildings or the surrounding areas.

(3) Formal Surveillance: Telephone, emergency telephone or panic alarms should be adequately signed.

(4) Increasing Activities: Compatible land use and activity generators create activities, thereby allowing visibility by others.