

#### **1. MARINE SERVICES CENTRE**

Existing facility with expanded and improved marine vessel repair and maintenance yard, with additional boat lift equipment, amenity buildings, associated site parking, and marine fuel services.

#### 2. COMMERCIAL FISHING WHARF

Reconfigured boat docking with new access and vehicular turnaround on the breakwater, with potential expanded space for marine services. Note: Adjacent public boat launch, washrooms, and boat trailer parking is maintained.

#### **3. MARINA LANDING**

Improved vehicular access is enabled by the filling of foreshore to the north. The new additional space will provide water-oriented enterprises and programming, such as a paddling centre and expanded drop-off and turnaround area. Additional parking, access and services to the south will support the communities' expanded marina, where limited boat shelters and possible float homes may be established.

# 4. STZ'UMINUS FIRST NATION CULTURAL CENTRE

As an integral feature of the future waterfront, the SFN Cultural Centre is sited on the water's edge. It's future design will be led by SFN, and is expected to include spaces to showcase Stz'uminus culture, artist spaces, and retail spaces such as a cafe.

#### **5. WATERFRONT WALKWAY**

A continuous waterfront walkway establishes public access to the water, extending from the commercial fishing wharf to Slack Point, and further south to Transfer Beach Park.

#### **6. SLACK POINT PARK**

Substantial environmental improvements are achieved through the capping of the park area and surrounding foreshore and submarine floor. New plantings would improve ecological health, and a variety of park programming and events, such as concerts and festivals, could be accommodated in the reconfigured open area. The existing gravel parking would be retained and improved, with additional parking to support marina activities. Stz'uminus cultural references are incorporated into the park.

#### 7. LIVE-WORK-LEARN

Mixed used live-work-learn buildings - with ground-level commercial, institutional, light industrial or entrepreneurial spaces for the tech industry or arts studios and residential uses above - are adjacent to the creative activities within the Machine Shop and surrounding structures.

#### 8. FILLED FORESHORE & ACCESS ROAD

A retained and filled foreshore on either side of the community marina, combined with restorative ecological habitat plantings along the length of the new foreshore and submarine areas, creates room for improved vehicular access to the expanded marina. It also provides opportunity for additional marina parking and water-oriented amenities, as well as the possibility of future small-scale retail destinations, such as a pub.

#### 9. ARTS AND HERITAGE HUB

Identity, character, and existing conditions are enhanced in this key central area to further define it as a creative, arts and culture, and heritage hub, building on current activities and structures. The Machine Shop is maintained.

## 10. GATACRE OVERPASS (PEDESTRIAN BRIDGE)

A pedestrian overpass/bridge safely and efficiently connects the downtown with the cultural hub and overall waterfront area.

#### **11. WATERFRONT INN**

A small boutique hotel or inn offers amenities to visitors by land or water, and includes publicly-accessible destinations for locals such as culinary and recreational opportunities. This Inn will be differentiated from and complementary to hotel development at Oyster Bay.

### **12. RESIDENTIAL DEVELOPMENT**

A mix of housing types ranging from 2-3 storey townhomes to 5-6 storey apartments create housing choice and revenue for investment in public amenities such as the waterfront walkway. Many of the community's priorities for the future of the waterfront require capital investment, and the residential development will assist in covering costs.

The location of these homes is behind the existing forested ridge and does not cast shadow on the public waterfront walkway or impede views from upland areas. Public pedestrian linkages are included in the site plan.





STZ'UMINUS FIRST NATIO