

DEVELOPMENT PERMIT

NO. DP- 2019-04 (Aquifer)

TO:	
ADDRESS:	

- 1) This Development Permit is issued subject to compliance with all of the Bylaws of the Town of Gibsons applicable thereto, except those specifically varied or supplemented by this Permit.
- 2) The Development Permit applies to those "lands" within the Town of Gibsons described below:

Parcel Identifier:	025-928-015
Legal Description:	Lot 8, Block 33, District Lot 685, Plan BCP10396
Civic Address:	761-763 Franklin Road

- 3) These lands are within Development Permit Area(s) of the Town of Gibsons Official Community Plan (Bylaw 985, 2005). This permit applies to Development Permit Area No. 9 (Gibsons Aquifer) for the purpose of protection of development from hazardous conditions, and to allow the construction of a single family dwelling and beach access as described in the attached reports.
- 4) The "land" described herein shall be developed strictly in accordance with the terms and conditions and provisions of this Permit, and any plans and specifications attached to this Permit which shall form a part thereof; specifically:
 - Report titled *Geotechnical Assessment*, stamped by Jeff Scott, P.Eng., Geotechnical Engineer, on March 27, 2019.
- 5) All requirements of the plan(s) are to be followed. On site monitoring by the Geotechnical Engineer during construction as outlined in the Geotechnical Report is required.
- 6) Minor changes to the aforesaid drawings that do not affect the intent of this Development Permit are permitted only with the approval of the Town of Gibsons and Geotechnical Engineer.
- 7) If the Permittee does not commence the development permitted by this Permit within twenty four months of the date of this Permit, this Permit shall lapse.
- 8) Upon completion of the works, a letter from a qualified professional is required to confirm all conditions of this permit were met.
- 9) This Permit is NOT a Building Permit.

ISSUED THIS 4th DAY OF April, 2019.

Lesley-Ann Staats, RPP Director of Planning

Copy of permit to the Geotechnical Engineer