



# City of Vancouver *Land Use and Development Policies and Guidelines*

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## ARCADE GUIDELINES

*Adopted by City Council November 26, 1996*

### 1 Application and Intent

These guidelines are to be used in conjunction with a district schedule of the Zoning and Development By-law or with an official development plan by-law for development permit applications for an arcade, including any redevelopment of the premises. Arcade is defined in Section 2 of the Zoning and Development By-law.

### 2 General Design Considerations

- (a) Large windows increase pedestrian interest by permitting easy viewing into the arcade. Windows should be transparent and not tinted, as natural light increases the comfort of seating areas within the arcade. Machines or other equipment should not be placed in front of the windows. Posters and signs in the windows should be kept to a minimum.
- (b) Dark lighting within arcades results in a poor public image, reduces the perception of safety, and hinders the ability of police to monitor the premises. Lighting levels should be sufficient to permit easy surveillance from the street, while recognizing the need to prevent glare on video screens and other video equipment.
- (c) A seating area should be provided for patrons. This area should be located towards the front of the arcade to allow two-way interaction between arcade users and passersby.