| PROPERTY DESCRIPTION: |
|--|
| Civic address: 204 Enealleworn Ave Oliven |
| Legal Description (e.g. Lot, Plan No. and District Lot): Simulament YALE |
| LOTI DISTRICT LOT 2450S DISTRICT PLAN 18738 |
| Current land use: |
| RESIDENTIAC |
| Surrounding land uses: RESIDENTIAL |
| The state of the s |
| REQUESTED VARIANCE(S): |
| List all requested variances to the regulations in bylaws of the Regional District. Each variance should be marked on the applicable drawings. A variance cannot be considered where use or density would be affected. |
| Zoning Bylaw: OKANAGAN VALLEY ZONING BYLAW NO 2800, 2022 Section No.: SMALL HOLDING ONE (SHI) Current regulation: 4.5 m maximum HEKHT |
| Section No.: SMALL HOLDING ONE (SHI) |
| Current regulation: 4.5 m maximum HEKHT |
| Proposed variance: 5.7 M HE16HT |
| Section No.: |
| Current regulation: |
| Proposed variance: |
| |
| DEVELOPMENT INFORMATION: |
| Please provide a general description of the proposed development: (e.g. "to allow for an addition over an existing garage") |
| (e.g. "to allow for an addition over an existing garage") BANN FOR STORAGE AND WORK ON HOBBIES |

SUPPORTING RATIONALE:

When considering a variance request, Regional District staff will *generally* assess the proposal against the following criteria:

- is the proposed variance consistent with the general purpose and intent of the zone?
- is the proposed variance addressing a physical or legal constraint associated with the site (e.g., unusual parcel shape, topographical feature, statutory right-of-way, etc.)?
- is strict compliance with the zoning regulation unreasonable or un-necessary?
- will the proposed variance unduly impact the character of the streetscape or surrounding neighbourhood?

A request to change a zoning regulation should only be considered as a <u>last resort</u> to a design challenge. Please explain how the requested variance(s) meet the assessment criteria listed above:

POLE BARN HEIGHT ALLOWS ONE TO HAVE A CAR HOISTE (TO STORE CAR) AND STILL HAVE ROOM UNDERNEATH TO WORK ON PROJECTS.