






SUMMARY REPORT – PLAN 3

1. Response Rate: 89.6%
2. 2 / 43 Votes
3. Overall Rank: 6
4. Compliance with Guiding Principles

	Strong Agreement –	2.9 %
	Agreement –	34.3 %
	Neutral –	48.6 %
	Disagreement –	14.3 %
	Strong Disagreement –	0.0 %

5. Design Review Comments

- a. **What did you like about Plan 3?**

- Agriculture Strong
- High density close to 4-way stop
- No high industrial
- High density designation
- Acknowledging Ag/ESA
- Bonusing
- To allow campgrounds
- 10, 5, 8
- coherent (simple)
- Med 0 – 30 (E+S of hub)
- Hub 4 quarters around 4-way 80-100
- Commercial limited to hub + consistent w. current
- Keep higher density close to 4 way stop
- Commercial also kept close to 4 way
- Crown land for rec
- Tighter restrictions on corridor traffic
- As previous no comment the same



**MOUNTAIN VIEW COUNTY
WATER VALLEY / WINCHELL LAKE AREA STRUCTURE PLAN
DESIGN CHARRETTE
APRIL 10TH(10 am- 4pm)
WATER VALLEY, ALBERTA**

- No CFO!
- Ag to east + environmental to west + ag to N & W!
- Like environmental considerations
- Like commercial around 4 way stop – same stuff.
- Like no industrial park
- Like small campground
- Haul not through town
- Commercial along both axis at 4 way stop
- No ↑ density industrial
- Recreation use of crown land near town center
- Large environmental zone to the west
- No condensed feedlot areas
- Keeping development more centered on HUB
- Agree no CFO
- Agree no large campground
- Not enough detail
- Using Crown land as rec
- Trails getting connected
- Density #'s
- Growth area outlined is Good
- No high impact industrial
- Medium 0- 30 ; respectful of land pathways on crown/county lands
- Density – low to medium
- Reclamation
- Density -40
- Commercial
- Keeping it to med to low density
- Linking pathways / walking trails
- Density modified to lower caps
- Ag to east
- Med 0 to 30
- Environmental consideration recreation
- Commercial
- Designation of walking areas. Low impact.
- No/only few small campgrounds
- Strict hauling guidelines / respectful of people around
- Medium density of 0-30 bonus 40
- No industrial
- No feedlots
- No large campgrounds
- Can't haul gravel through WV
- Medium growth is going more to west

- Larger density area for potential growth

b. What did you dislike about Plan 3?

- Disagree med. Density
- More detail on recreation
- No defined industrial area. I.e. Machine shop, heavy duty mechanic, etc, impacts 6
- HD – high 100
- High density around core
- Density may be a little high
- Limit of medium density is too high – should be 6-10
- Use of High Density
- ? Mark areas already have larger subdivisions so they should be continued in that area
- Not enough about environmental boundaries – seemed to just state things as suggested.
- Lack of density
- High Density – 91
- So much land area is ESA
- If it is not deemed suitable agriculture and not recreational and no further developed it becomes ‘land locked’ land
- Reclamation of resource to natural vs. use for recreation
- Not clear about industrial
- High density 81- 100 from 4 way stop
- Limits too low on med density
- No solution for hauling route
- Did not like high density up to 100 lots

c. What changes would you recommend to Plan 3?

- Should be up to 80 for med. Density
- Hub is a bit small
- Increase medium density to 80
- Redefined zoning
- No CFO
- Linked pathways – low impact recreation
- Lower densities in med + high
- Use the smaller size of medium development
- #'s for density – bonus not explained clearly
- Industrial to be out on Hwy 22
- County roads improved for resource (gravel and timber) hauling
- Industrial – I don't think fits to this area
- Med density should go up to 80 from 40

- Should have implemented roads to compensate hauling roads and density numbers too low
- Medium density to max of 20 lots per quarter and not clustered together

6. Table Comments

Residential

- High density around 4 way stop to fix water/ sewer problems in area
- High density – 80 lots with bonusing up to 100/ quarter
- Medium density – 30 up to 40 with bonusing
- Allowance to go over 80 lots in high density area with density bonusing – bonusing criteria is dependent on number of lots proposed
- Anything over 20 lots is HIGH DENSITY
- Place other land uses first, then zone everything else as agriculture
- Higher densities at hub, reduced as you move further from hub
- High density around 4 way stop hub (4 quarters immediately adjacent)
- Western edge of medium density under question
- Flexibility off of CCN restrictions

Commercial/ Industrial

- Strict controls on industrial uses
- Commercial in high density areas along highway
- Limit size to fit with character of area
- Industrial should be on a case by case basis depending on intensity
- Engine repair shop should be encouraged
- No heavy duty industrial

Recreational development

- Walking path – preferably on crown land where possible
- Sports fields
- Campgrounds around rivers and creeks – low intensity NO RV parks
- Public equestrian trails
- Lots of natural rec areas already
- As need arises – plenty in area for current population

ESA

- Little Red Deer River area
- Water ways – setbacks on either side
- Identified ESA – high level restrictions
- Density bonusing – linking pathways



Natural Resource Extraction

- Gravel – noise and traffic are concerns
- Restrictions on hours based on proximity to residences
- Gravel haul routes – problems with roads breaking down
- NO haul routes through town
- Lower intensity operations e.g. smaller trucks
- Operators to build (or upgrade roads) roads for haul routes
- Operators to haul more in winter than summer – less people out on roads

After Uses

- Return to prior use if possible or natural environmental integrity
- Where possible – extract gravel prior to residential development (where residential development is not already in area)

Other point

- Adequate notice to neighbours regarding SD or development applications (i.e. longer than 2 week referral period)

