



DATE OF MEETING: September 27, 2021
TO: Mayne Island Local Trust Committee
FROM: Narissa Chadwick, Island Planner
Southern Team
COPY: Robert Kojima
SUBJECT: Flexible Housing

PURPOSE

The purpose of this memo is:

- To address questions Trustees had related to accommodating tiny homes on wheels in regulations supporting maximum distributed density.
- To identify, on a map, the proposed area for the distributed density pilot.

Tiny Homes on Wheels:

Past staff reports related to this project have suggested that tiny homes on wheels be addressed the same as recreational vehicles: that vehicles not be included as part of a distributed density scenario.

BC Housing defines Tiny House as “a ground-oriented permanent dwelling that is detached, moveable and non-motorized, small in size (less than 500 square feet) and using a compact design”. As per the BC Building Code, a Tiny House is required to follow Part 9 requirements of the building code which apply to buildings that are three storeys or less, and do not exceed 600 m². The Building Code does not apply to Tiny Homes on Wheels. Given this, there is no inspection regime and thus no building permit process to review applications related to Tiny Homes on Wheels.

After reviewing in detail BC Housing’s guide to Tiny Homes [“Tiny Homes - An Alternative to Conventional Housing”](#) it is clear that in order to ensure that all dwellings meet verifiable health and safety standards Tiny Homes on Wheels would need to adhere to Canadian Standard Association (CSA) Standards for RVs. As indicated in Figure 1, Tiny Homes on Wheels are currently not covered under any industry-accepted standard independent of those created to regulate RVs and Park Model homes.

If a Tiny Home on Wheels adheres to the CSA Standard it would be difficult for the LTC to differentiate between what would be considered an RV and what would be considered a Tiny Home on Wheels. To avoid challenges with bylaw administration and enforcement, all homes on wheels would have to conform to LUB regulations for RVs.

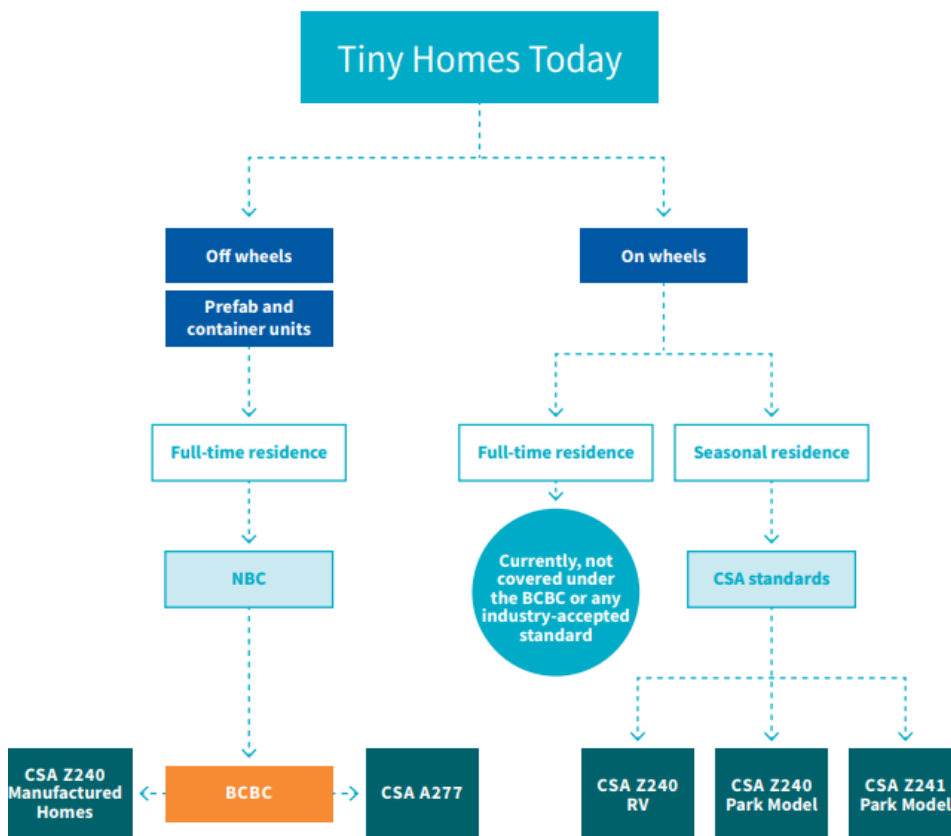
If the LTC chooses to include RVs as part of a distributed density scenario the following existing regulation would apply:

3.9 Use of Recreational Vehicles

(1) The use of a recreational vehicle as a dwelling or cottage is permitted on a lot in the SR, MBRC, RR1, R, UP and A zones, subject to:

- (a) the connection of the recreational vehicle to sewage disposal facilities consistent with the provisions of the Public Health Act;
- (b) the provision of a domestic water supply; and
- (c) compliance with the use, density and siting requirements of this Bylaw for dwellings and cottages

Figure 1: Tiny Homes Today: Codes and Standards that Currently Exist and Areas to Focus on with Future Codes and Standards



Graphic is from BC Housing’s [Tiny Homes - An Alternative to Conventional Housing](#) . NBC (National Building Code), CSA (Canadian Standards Association), BCBC (British Columbia Building Corporation).

Flexible Housing Regulation Pilot Area

In previous staff reports it has been proposed that the flexible housing regulation be piloted in an area outside the water service areas and not in areas identified to be critical or potentially critical with respect to groundwater

vulnerability. The applicable area can be expanded over time as a result of additional work related to groundwater vulnerability, more detailed engagement with water service providers, and other processes.

At the July 2021 LTC meeting the LTC requested a map of the proposed pilot area. The map of the proposed pilot area is shaded on the map below (Map 1). The cross hatching identifies vacant lots. The full map of Mayne islands with the proposed pilot area is located in Appendix 1.

Map 1 : Proposed Flexible Housing Pilot Project Area



NEXT STEPS

- Staff will draft bylaws based on Trustee input.

Submitted By:	Narissa Chadwick, RPP Island Planner	September 14, 2021
Concurrence:	Robert Kojima, Regional Planning Manager	September 16, 2021

ATTACHMENTS

1. Pilot Project Area

Appendix 1: Flexible Housing Pilot Project Area

Shading = proposed area

Crosshatch = vacant lots

