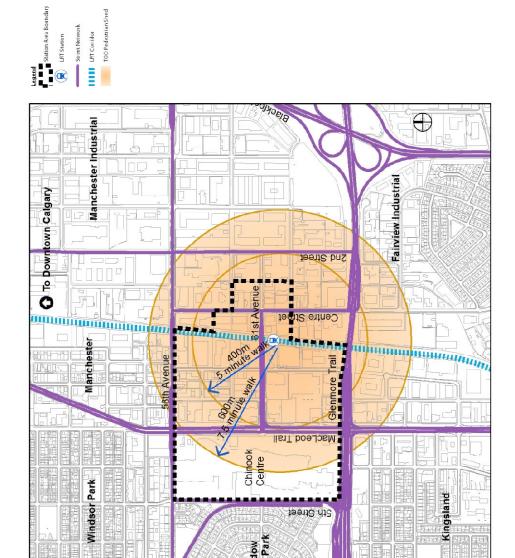
#### **AMENDMENTS TO THE CHINOOK STATION AREA PLAN**

- (a) Delete existing Map 1.2 entitled 'Station Area Boundary' and insert revised Map 1.2 entitled 'Station Area Boundary'.
- (b) Delete existing Map 1.3 entitled 'Figure Ground' and insert revised Map 1.3 entitled 'Figure Ground'.
- (c) Delete existing Map 3.1 entitled 'Land Use Precincts' and insert revised Map 3.1 entitled 'Land Use Precincts'.
- (d) Delete existing Map 3.2 entitled 'Maximum Densities' and insert revised Map 3.2 entitled 'Maximum Densities'.
- (e) Delete existing Map 3.3 entitled 'Building Heights' and insert revised Map 3.3 entitled 'Building Heights'.
- (f) Delete existing Map 3.4 entitled 'Urban Design & Public Realm' and insert revised Map 3.4 entitled 'Urban Design & Public Realm'.
- (g) Delete existing Map 3.5 entitled 'Vehicle Circulation' and insert revised Map 3.5 entitled 'Vehicle Circulation'.
- (h) Delete existing Map 3.6 entitled 'Pedestrian Circulation' and insert revised Map 3.6 entitled 'Pedestrian Circulation'.
- (i) Delete existing Map 3.7 entitled 'Bicycle Circulation' and insert revised Map 3.7 entitled 'Bicycle Circulation'.
- (j) Delete existing Map 3.8 entitled 'Transit Circulation' and insert revised Map 3.8 entitled 'Transit Circulation'.
- (k) In Section 4.2.3 Provision of Public Amenities through Bonus System in subsection 1. Provision of Community Amenity Space, in the first sentence, after the words "cultural facilities," add "integrated public transit facilities such as enhanced waiting areas and amenities and".

### **Map 1.2 Station Area Boundary**

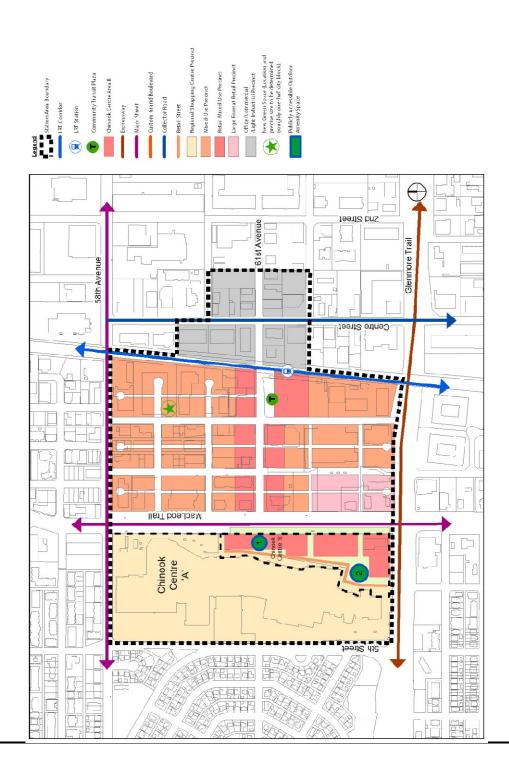


Elbow Drive

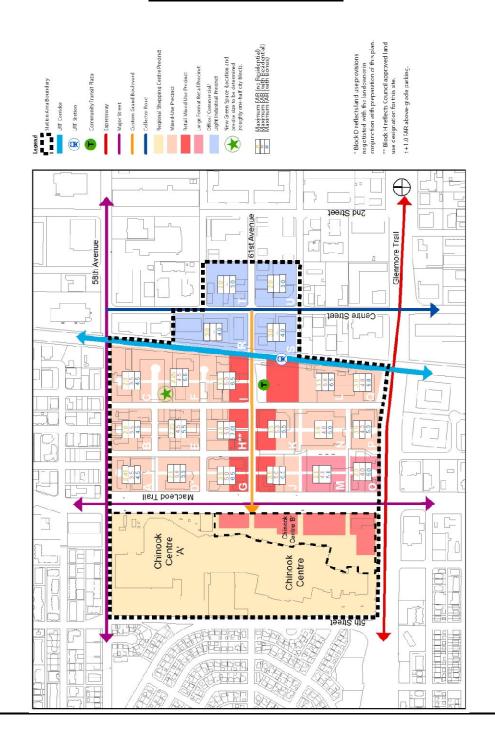
### **Map 1.3 Figure Ground**



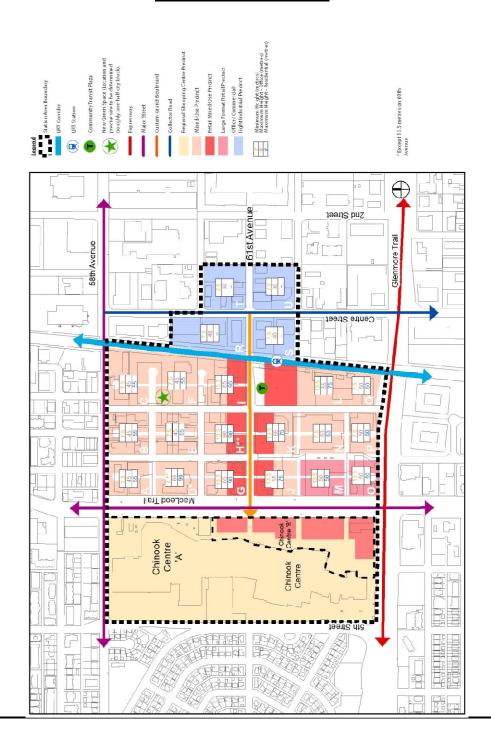
#### **Map 3.1 Land Use Precincts**



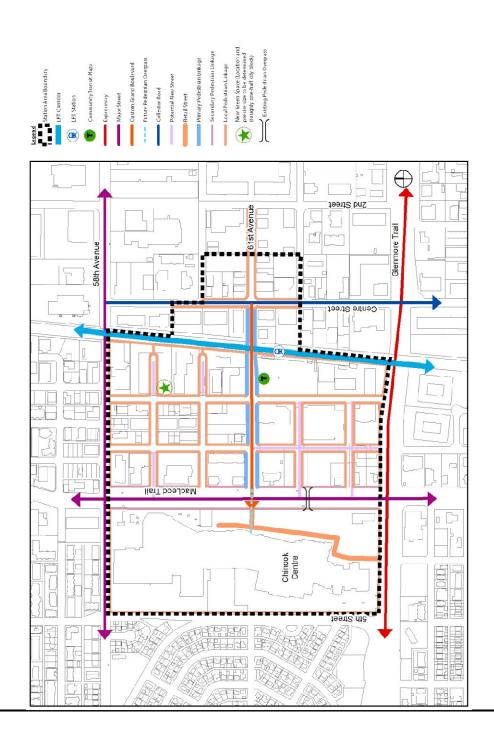
### **Map 3.2 Maximum Densities**



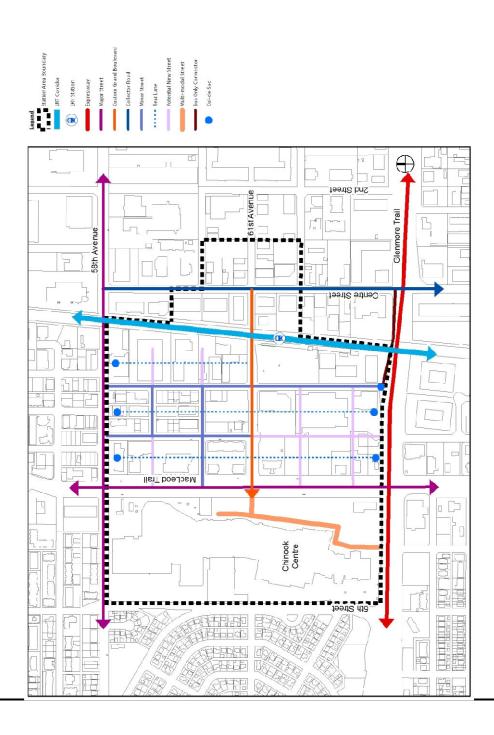
### Map 3.3 Building Heights



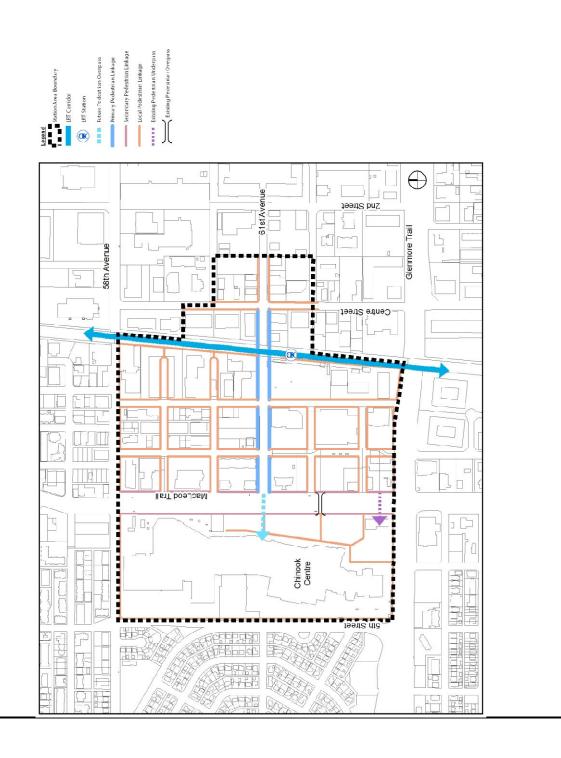
#### Map 3.4 Urban Design & Public Realm



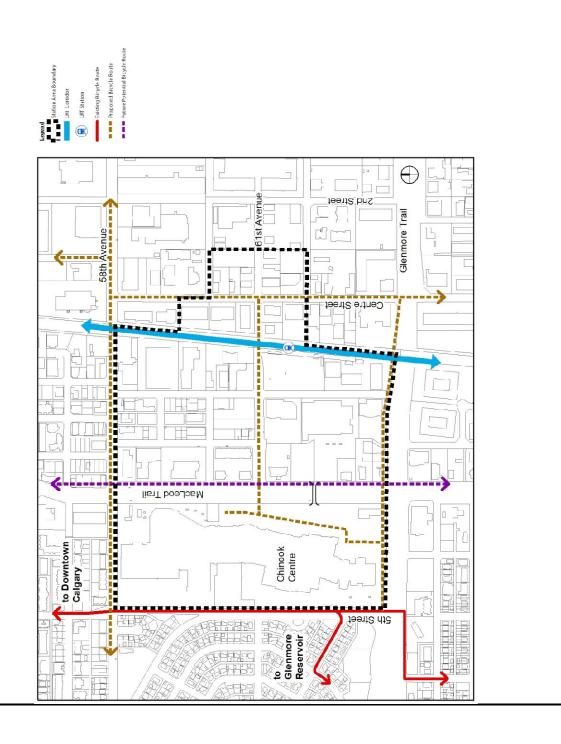
**Map 3.5 Vehicle Circulation** 



**Map 3.6 Pedestrian Circulation** 



Map 3.7 Bicycle Circulation



**Map 3.8 Transit Circulation** 

