THE CORPORATION OF TOWNSHIP OF WHITEWATER REGION

BY-LAW NUMBER 11-02-473

A By-law to amend By-law Number 98-13 of the former Corporation of the Township of Westmeath as amended.

PURSUANT TO SECTION 34 OF THE PLANNING ACT, THE TOWNSHIP OF WHITEWATER REGION HEREBY ENACTS AS FOLLOWS:

THAT By-law Number 98-13, as amended, be and the same is hereby further amended as follows:

 (a) By adding the following new subsection to <u>Section 19.3 –</u> <u>Requirements for</u> <u>Waterfront Vicinity (WV) Zone</u>, immediately after subsection (ii) <u>Waterfront Vicinity-Exception Thirty-Six (WV-E36</u>):

"(jj) <u>Waterfront Vicinity-Exception Thirty-Six (WV-E36)</u>

Notwithstanding anything in this By-law to the contrary, for those lands located in part of Lot 3, Concession 9 EML, geographic Township of Westmeath, and delineated as Waterfront Vicinity-Exception Thirty-Six (WV-E36), as shown on Schedule "A" to this By-law, two limited service seasonal dwellings shall be permitted."

- (b) Schedule "A" (Map 2) to By-law 98-13 is amended by rezoning the lands described above from Waterfront Vicinity (WV) to Waterfront Vicinity-Exception Thirty-Six (WV-E36), as shown on Schedule "A" attached hereto.
- 2. THAT save as aforesaid all other provisions of By-law 98-13 as amended, shall be complied with.
- 3. This by-law shall come into force and take effect on the day of final passing thereof.

This By-law given its FIRST and SECOND reading this $\underline{\mathcal{U}}_{\underline{\mathcal{U}}}$ day of $\underline{\mathcal{F}}_{\underline{\mathcal{U}}}$ day of $\underline{\mathcal{F}}_{\underline{\mathcal{U}}}$

This By-law read a THIRD time and finally passed this $\underline{///}$ day of $\underline{////}$ $20 \underline{//}$.

Wor MAYOR

1.

CAO/CLERK

06-09-256 TC-E7-h From WV To WV-E36 \bigcirc Ottowo 1:4,800 CORPORATION OF THE TOWN OF WHITEWATER REGION CAO/Clerk Mayo LEGEND Waterfront Vicinity (WV) **Exception Zone** -E1 Area affected by this Amendment TC **Tourism Commercial** From WV to WV-E36 -h **Holding Zone**