



THE CORPORATION OF THE CITY OF VERNON A G E N D A

PUBLIC HEARING
RECREATION CENTRE AUDITORIUM
MONDAY, SEPTEMBER 14, 2020
5:30 PM

1. CALL TO ORDER

MAYOR Cumming will call the meeting to order and advise that the purpose of the Public Hearing is to consider:

- A. "Zoning Text (I1 Group Home, Major) Amendment Bylaw Number 5825, 2020"
- B. "5000 20th Street Rezoning Amendment Bylaw Number 5760, 2019"

2. CONFIRMATION OF PUBLICATION

The CORPORATE OFFICER will provide information as to how the meeting was publicized, as required by Legislation.

3. BYLAW

**ZONING BYLAW #5000
TEXT AMENDMENT TO
I1: LIGHT INDUSTRIAL
(6450)
(P. 3, 7)**

- A. "Zoning Text (I1 Group Homes, Major) Amendment Bylaw Number 5825, 2020"

A Bylaw:

To add "group home, major" as a Primary Use in the I1: Light Industrial zone on the parcel described as Lot 1, Plan EP94980, DL 66 & 71, ODYD (2307 43 Street).

**REZONING
APPLICATION FOR
5000 20th STREET
(ZON00297)
(P. 43, 46, 54, 73, 97)**

- B. "5000 20th Street Rezoning Amendment Bylaw Number 5760, 2019"

A Bylaw:

To rezone the property in order to allow a multi-family residential development on the site.*

*Please note the applicant has requested that Council waive the condition of the Section 210 restrictive covenant.

4. PROCEDURE FOR EACH BYLAW:

- a) Brief description of the application by City Staff.
- b) Mayor will request the Corporate Officer to indicate any correspondence/petitions received, for the record.
- c) Mayor will call for representation from the public in attendance.
 - i. Microphones are provided for any person(s) wishing to make representation to the meeting.
 - ii. The Chair will recognize ONLY speakers at the microphones. Speakers may be requested to limit the length of time they speak until all present, who wish to be heard, have been given an opportunity. Thereafter speakers may take another opportunity to speak.
 - iii. The public and members of Council may ask questions of the applicant and / or City staff in order to clarify details of the project, etc.
 - iv. Final calls for representation.

5. ADJOURNMENT