



Memorandum **Corporate By-law Number: 028-2023-Development & Emergency Services-Licensing & Enforcement**

TO: Office of the City Clerk **FILE:**

FROM: Jonathan Paske
Development & Emergency Services – Licensing & Enforcement

DATE PREPARED: 1/9/23

SUBJECT: By-law 028-2023 – Appointment of Persons to Enforce Parking

MEETING DATE: 1/23/23

By-law Description: A By-law to amend By-law Number 99-2005, being a By-law to appoint Municipal Law Enforcement Officers for The Corporation of the City of Thunder Bay for the enforcement of Municipal Parking By-laws.

Authorization: Report No. 2005.041 (Parking Authority) - Committee of the Whole - March 7, 2005.

By-law Explanation: The purpose of this By-law is to maintain an up-to-date listing of active Municipal Law Enforcement Officers (Development & Emergency Services Department/Parking Authority) by deleting the inactive Officers and adding the names of persons who will be enforcing Parking By-laws for the Parking Authority, the City, and Private Property Owners.

Schedules and Attachments:

Amended/Repealed By-law Number(s):



THE CORPORATION OF THE CITY OF THUNDER BAY
BY-LAW NUMBER 028-2023

A By-law to amend By-law Number 99-2005, being a By-law to appoint Municipal Law Enforcement Officers for The Corporation of the City of Thunder Bay for the enforcement of Municipal Parking By-laws.

Recitals

1. By-law Number 99-2005, enacted and passed August 8, 2005, authorizes amendments to update the appointment of officers as appointed by By-law Number 99-2005.

ACCORDINGLY, THE COUNCIL OF THE CORPORATION OF THE CITY OF THUNDER BAY ENACTS AS FOLLOWS:

1. Schedule “A” – Municipal Law Enforcement Officers, is amended as follows:

The following names are added:

Dalseg, Deborah Perez, Arturo Vaddoriya, Nimesh

2. This By-law shall come into force and take effect on the date it is passed.

Enacted and passed this 23rd day of January, A.D. 2023 as witnessed by the Seal of the Corporation and the hands of its proper Officers.

Ken Boshcoff

Mayor

Dana Earle

Deputy City Clerk