



Memorandum

Corporate By-law Number: 180-2023-Corporate Services & Long-Term Care-Revenue

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

FROM: Kathleen Cannon
Revenue, Corporate Services & Long Term Care

DATE PREPARED: 5/16/23

SUBJECT: By-law 180-2023 Amendment to By-law 046-2006 – Special Services

MEETING DATE: 6/5/23

By-law Description: A By-law to amend By-law 046-2006, being the Special Services By-law for the City of Thunder Bay, in the District of Thunder Bay.

Authorization: Report 156-2023 – Corporate Services & Long-Term Care – Revenue – Committee of the Whole – May 15, 2023.

By-law Explanation: The purpose of this by-law is to amend By-law 046-2006, the Special Services By-law, replacing Schedule A and Schedule B.

Schedules and Attachments:

Schedule “A” – SEWAGE AND DRAINAGE AREAS

Schedule “B” – EXTENDED AND PROPOSED STREET LIGHTING AREAS

Amended/Repealed By-law Number(s):



THE CORPORATION OF THE CITY OF THUNDER BAY
BY-LAW NUMBER 180-2023

A By-law to amend By-law 046-2006, being the Special Services By-law for the City of Thunder Bay, in the District of Thunder Bay.

Recitals

1. Council considers it appropriate to amend By-law 046-2006 by replacing its Schedule "A", SEWAGE AND DRAINAGE AREAS, and replacing its Schedule "B", EXTENDED AND PROPOSED STREETLIGHTING AREAS.

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

1. By-law 046-2006 is amended by deleting its Schedule "A" SEWAGE AND DRAINAGE AREAS, and inserting Schedule "A", SEWAGE AND DRAINAGE AREAS, appended to this by-law.
2. By-law 046-2006 is further amended by deleting its Schedule "B", EXTENDED AND PROPOSED STREETLIGHTING AREAS, and inserting Schedule "B", EXTENDED AND PROPOSED STREETLIGHTING AREAS, appended to this by-law.
3. This By-law shall come into force and take effect on the date it is passed.

Enacted and passed this 5th day of June, 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