

THE CORPORATION OF THE TOWNSHIP OF TAY

NOTICE OF PASSING OF AN AMENDING BY-LAW NO. 2024-67

TAKE NOTICE that the Council of the Township of Tay passed Amending By-law No. 2024-67, on the 27th day of November, 2024, under Section 19 of the *Development Charges Act, 1997* (the Act).

The charges in the aforementioned amending by-law will apply to all new residential and non-residential development, subject to certain terms, conditions and limited exemptions as identified therein.

The development charges are amended on a Township-wide basis and are levied against new developments to pay for the increased capital costs related to the provision of Development-Related Studies.

Schedule 1 below provides the new residential and non-residential development charge rates applicable throughout the Township of Tay.

The development charges imposed under the By-law came into effect on the 27th day of November, 2024. Copies of the complete Development Charges By-laws are available for examination during regular business hours (weekdays from 8:30 a.m. to 4:30 p.m.) in the Municipal Office of the Township of Tay located at 450 Park Street, Victoria Harbour, Ontario LOK 2AO and on the website at www.tay.ca.

For further information, please contact the Clerk's Office at (705) 534-7248 ext. 240 or via email at clerk@tay.ca.

Dated at the Township of Tay, November 27, 2024

Katelyn Johns, Municipal Clerk The Township of Tay 450 Park Street, PO Box 100 Victoria Harbour, ON LOK 2A0

By-law No. 2024-67 Schedule 1

Township-wide Development Charges for the Township of Tay

	Residential Charge by Unit Type			Non-Residential
Service	Singles & Semis	Townhouses & Other Multiples	Apartment Units	Charge per Square Metre
Library Board	\$132	\$98	\$84	\$0.00
Fire Protection	\$1,651	\$1,231	\$1,051	\$9.81
Parks & Recreation	\$1,799	\$1,341	\$1,145	\$0.00
Services Related to a Highway	\$3,856	\$2,874	\$2,455	\$22.92
Development-Related Studies	\$1,269	\$946	\$808	\$7.54
Subtotal - Township-Wide Services	\$8,707	\$6,490	\$5,543	\$40.28