

**CITY OF LANGFORD
BYLAW NO. 1997**

**A BYLAW TO AMEND BYLAW NO. 300,
"LANGFORD ZONING BYLAW, 1999"**

The Council of the City of Langford, in open meeting assembled, hereby enacts as follows:

A. Langford Zoning Bylaw No. 300, 1999 is amended as follows:

1. By adding the following as subsection 6.95A.01(3)(g) and renumbering subsequently subsections accordingly:

(g) **Secondary suite** in a **one-family dwelling**, subject to Section 3.08, on lots legally described as Section 83 Highland District Except Parts in Plans VIP75509, VIP77878, VIP78873, VIP80330, VIP82040, VIP82483, VIP82960, VIP88981, VIP88983, EPP33056, EPP80460, EPP68922 and EPP86748 (1991 Bear Mountain Parkway) **and** Section 84 Highland District Except Plans VIP72556, VIP75509, VIP89370, EPP72419, EPP80460, EPP86748 and EPP101117 (1950 Bear Mountain Parkway).

2. By adding the following as section 6.95A.07(1)(d) and renumbering subsequently subsections accordingly:

(d) Within 1.5 m (4.9 ft) of any **interior side lot line**, on the lots legally described as Section 83 Highland District Except Parts in Plans VIP75509, VIP77878, VIP78873, VIP80330, VIP82040, VIP82483, VIP82960, VIP88981, VIP88983, EPP33056, EPP80460, EPP68922 and EPP86748 (1991 Bear Mountain Parkway) **and** Section 84 Highland District Except Plans VIP72556, VIP75509, VIP89370, EPP72419, EPP80460, EPP86748 and EPP101117 (1950 Bear Mountain Parkway).

3. By deleting Schedule O-2 and replacing it with the map set out in Schedule A.

B. This Bylaw may be cited for all purposes as "Langford Zoning Bylaw, Amendment No. 635, (1950 Bear Mountain Parkway, 1991 Bear Mountain Parkway, and 2133 Champions Way), Bylaw No. 1997, 2021".

READ A FIRST TIME this 7th day of February, 2022.

PUBLIC HEARING held this day of , 2022.

READ A SECOND TIME this day of , 2022.

READ A THIRD TIME this day of , 2022.

ADOPTED this day of , 2022.

PRESIDING COUNCIL MEMBER

CORPORATE OFFICER

Schedule A

SCHEDULE O-2

(Added by Bylaw No.1623; Replaced by Bylaw No. 1768; Replaced by Bylaw 1997)

