

THE CORPORATION OF HALDIMAND COUNTY

By-law Number /24

Being a by-law to amend By-law 307/02 – Parking Control By-law (Townsend)

WHEREAS Section 10 of the *Municipal Act*, 2001, S.O 2001, c. 24, as amended, (the Act) provides that a single-tier municipality may pass by-laws respecting any services or things that the municipality may considers necessary or desirable for the public;

WHEREAS in accordance with the Act, the Council of The Corporation of Haldimand County enacted By-law 307/02 to regulate and govern traffic and the parking of vehicles on private or municipal property in Haldimand County;

AND WHEREAS The Council of The Corporation of Haldimand County now deems it expedient to amend Schedule “C” No Parking and Schedule “E” Alternate Side Parking of By-law 307/02,

NOW THEREFORE, the Council of The Corporation of Haldimand County enacts as follows:

1. **THAT** Schedule “C” No Parking – Townsend of By-law 307/02 be amended by adding the following:

Street	Side	From	To	Period
Elmvale Court	East (Odd house number)	House #27	House #43	Anytime

2. **THAT** Schedule “E” Alternate Side Parking – Townsend of By-law 307/02 be amended by deleting the following:

Street	Side	From	To	Period
Elmvale Court	Even house numbers	Forest Park Drive		1 st to the 15 th of the month
Elmvale Court	Odd house numbers	Forest Park Drive		16 th to the 31 st of the month

3. **THAT** Schedule “E” Alternate Side Parking – Townsend of By-law 307/02 be amended by adding the following.

Street	Side	From	To	Period
Elmvale Court	Even house numbers (#2 to #42 and #46 to end)	Forest Park Drive	Forest Park Drive	1 st to the 15 th of the month
Elmvale Court	Odd house numbers	Forest Park Drive	House # 27	16 th to the 31 st of the month

4. **THAT** this by-law shall take precedence over any other by-law with which it is inconsistent.
5. **AND THAT** this by-law shall come into force and take effect when signage applicable to this provision has been installed and is on display.

ENACTED this 4th day of November, 2024.

MAYOR

CLERK