#### Bylaw 20539

# A Bylaw to amend Bylaw 6221, as amended being the Garneau Area Redevelopment Plan

WHEREAS pursuant to the authority granted to it, City Council, on May 25, 1982, passed Bylaw 6221, as amended, being the Garneau Area Redevelopment Plan; and

WHEREAS from time to time City Council may find it desirable to amend the Garneau Area Redevelopment Plan; and;

WHEREAS an application was made to amend the Garneau Area Redevelopment Plan; and

WHEREAS the Municipal Council of the City of Edmonton now deems it in the public interest to amend the Garneau Area Redevelopment Plan; and

NOW THEREFORE after due compliance with the relevant provisions of the Municipal Government Act RSA 2000, ch. M-26, as amended, the Municipal Council of the City of Edmonton duly assembled enacts as follows:

- 1. That Bylaw 6221, as amended, is hereby further amended by:
  - a. deleting "Schedule C General Land Uses" and replacing it with "Schedule C General Land Uses", attached hereto as Schedule "A" and forming part of this bylaw;
  - b. deleting "Schedule I Detailed Land Use Sub Area 1" and replacing it with "Schedule I Detailed Land Use Sub Area 1", attached hereto as Schedule "B" and forming part of this bylaw; and

c. deleting "Schedule Q - Proposed Zoning" and replacing it with "Schedule Q - Proposed Zoning", attached hereto as Schedule "C" and forming part of this bylaw.

READ a first time this	10th day of July	, A. D. 2023;
READ a second time this	10th day of July	, A. D. 2023;
READ a third time this	10th day of July	, A. D. 2023;
SIGNED and PASSED this	10th day of July	, A. D. 2023.

THE CITY OF EDMONTON

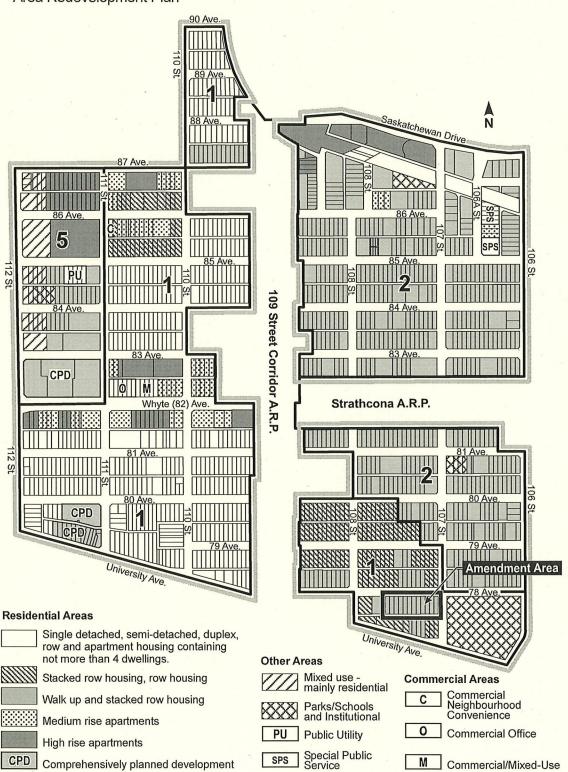
MAYOR

L/ CITY CLERK

### Garneau

#### SCHEDULE C General Land Uses

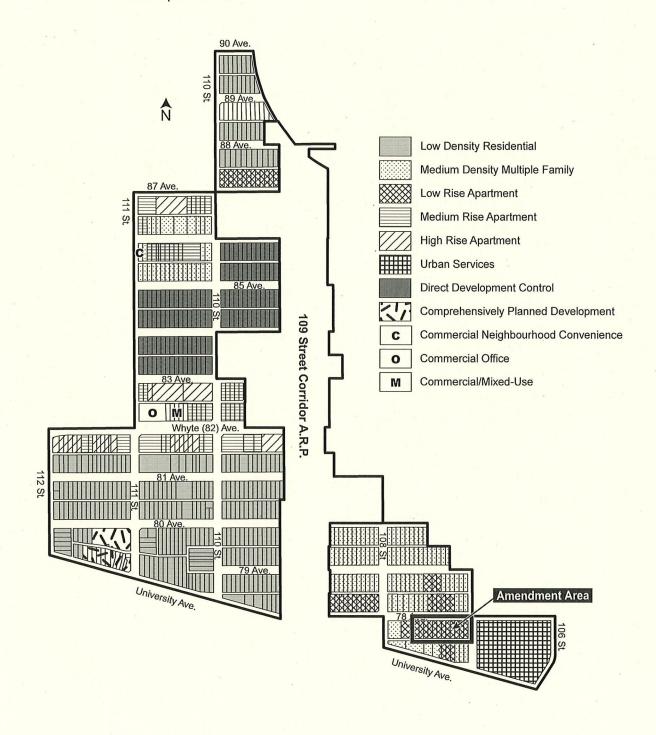
Area Redevelopment Plan



## Garneau

#### SCHEDULE I Detailed Land Use Sub Area 1

Area Redevelopment Plan



### Garneau

DC<sub>1</sub>

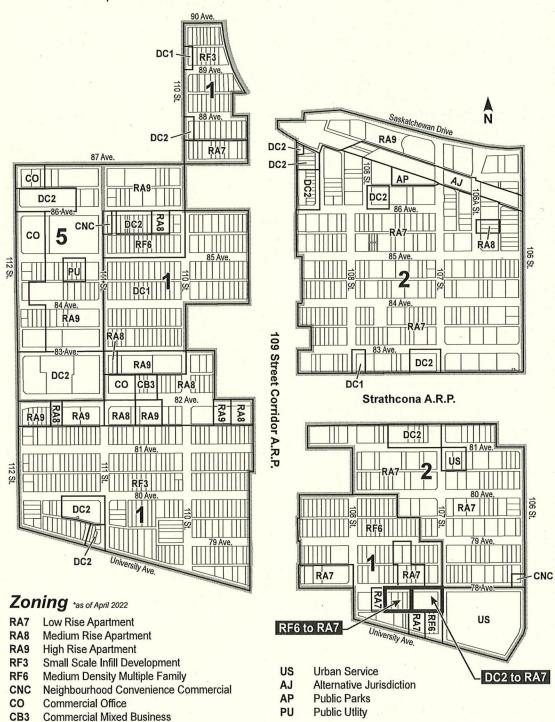
DC2

**Direct Development Control Provisions** 

Site Specific Development Control Provisions

# SCHEDULE Q Proposed Zoning

#### Area Redevelopment Plan



Note: Map does not reflect Overlays