

**GENELLE IMPROVEMENT DISTRICT
BYLAW NO. 172**

A bylaw to fix a charge for Capital Expenditures on parcels of land within the District.

WHEREAS it is considered that due to future and continuing development of land within the District through subdividing, it will be necessary at a future date to increase source capacity, enlarge supply mains, increase storage, or to otherwise augment the capacity of the works of the District to ensure an adequate water supply: and

WHEREAS it is considered that the costs of increasing said source capacity, enlarging of supply mains, increasing of storage, or otherwise augmenting the capacity of the works of the District to ensure an adequate water supply within the District, shall be borne by persons subdividing land;

The Trustees of the Genelle Improvement District ENACT AS FOLLOWS:

- 1. In addition to the provisions of the Subdivision Regulation Bylaw, being Bylaw No. 148, of the District, each and every subdivider shall pay a charge of FOUR THOUSAND, SEVEN HUNDRED DOLLARS (\$4,700.00) for each and every newly created lot in his proposed subdivision, prior to its being approved by the Trustees of the District.**
- 2. All sums of money collected under this bylaw shall be deposited in a special Trust Account, separate from all other funds of the District, and deposits in such special Trust Account plus all interest or earnings thereon shall be disbursed only by bylaw passed by the Trustees of the District and approved by the Inspector of Municipalities.**
- 3. This bylaw repeals Bylaw No. 149.**
- 4. This bylaw may be cited as the “Capital Expenditure Charge Subdivision Bylaw”.**

INTRODUCED and given first reading by the Trustees on the 12th day of February 2003.

RECONSIDERED and finally passed on the 12th day of February 2003.

Chair of the Trustees

Administrator

I hereby certify under the seal of the Genelle Improvement District that this is a true copy of Bylaw No. 172 of the Genelle Improvement District passed by the Trustees on the 12th day of February 2003.

Administrator