

CORPORATION OF THE TOWNSHIP OF ESQUIMALT

BYLAW NO. 3003

A Bylaw to amend Bylaw No. 2050, cited as the
“Zoning Bylaw, 1992, No. 2050”

THE MUNICIPAL COUNCIL OF THE CORPORATION OF THE TOWNSHIP OF
ESQUIMALT, in open meeting assembled, enacts as follows:

1. This bylaw may be cited as the “*ZONING BYLAW, 1992, NO. 2050, AMENDMENT BYLAW NO. 3003*”.
2. That Bylaw No. 2050, cited as the “Zoning Bylaw, 1992, No. 2050” be amended as follows:

- (1) at **PART 1 – INTERPRETATION Section 2. DEFINITIONS** by adding the following definitions:

“**Beverage Manufacturer**” means the use of land or a building or structure for the production of any liquid that is a ready-to-serve drink including the brewing, fermentation, and/or distilling of alcohol for human consumption.

“**Beverage Manufacturer with Liquor Lounge**” means a Beverage Manufacturer where part of a building thereof including decks, patios and balconies is used as a licensed manufacturer lounge subject to the *Liquor Control and Licensing Act*, as amended.

- (2) at **PART 5 – ZONING DISTRICTS Section 53. LIGHT INDUSTRIAL [I-1]: (1) Permitted Uses** by adding the following text in alphabetical order:

- “Beverage Manufacturer”
- “Beverage Manufacturer with Liquor Lounge”

- (3) at **PART 5 – ZONING DISTRICTS Section 53. LIGHT INDUSTRIAL [I-1]:** by adding the following text:

- (3) **Floor Area: Liquor Lounge**

The floor area of a liquor lounge shall not exceed 60 square metres including washrooms, and food and drink service preparation areas.

and renumbering the remainder of Section 53, accordingly.

READ a first time by the Municipal Council on the ____ day of _____, 2020.

READ a second time by the Municipal Council on the ____ day of _____, 2020.

Public Hearing was waived pursuant to Sections 464, 467 and 468 of the Local Government Act on the _____ day of _____, 2020.

READ a third time by the Municipal Council on the ____ day of _____, 2020.

ADOPTED by the Municipal Council on the ____ day of _____, 2020.

BARBARA DESJARDINS
MAYOR

RACHEL DUMAS
CORPORATE OFFICER