



TOWN OF VIEW ROYAL

NOTICE OF PROCESSING AN APPLICATION FOR A DEVELOPMENT PERMIT WITH VARIANCES

NOTICE IS HEREBY GIVEN that an application for a Development Permit is being considered for the property at **77 Caton Pl**, as shown boldly outlined on the map on the reverse side of this Notice, legally described as **Lot 12, Section 29, Esquimalt District, Plan VIP13751**.

Development Permit application 2014/08 proposes the construction of an accessory building in the rear yard and proposes the following variances:

- *Variance to the special setback from the natural boundary of the sea from 15m to 10.5m*
- *Variance to the length or width of an accessory building from 7.5m to 10m*

The development proposal will be considered by the **View Royal Town Council on Tuesday, February 17, 2015 at 7:00 pm** and may be resolved:

- authorize the issuance of the Development Permit;
- authorize the issuance of the Development Permit as amended by Council in its resolution;
- defer consideration of the Development Permit to a future date; or
- refuse to authorize a Development Permit for the current proposal.

If you have any representations to make, Town Council would be pleased to hear them at the **February 17, 2015** Council meeting. If you are unable to attend the meeting, comments may be mailed, facsimiled, emailed, or hand-delivered to the Town Hall no later than 3:30pm on Tuesday, February 4, 2015. Submission information for comments is as follows:

- Mail: 45 View Royal Avenue, Victoria, BC, V9B 1A6
- Facsimile: 250-727-9551
- E-mail: info@viewroyal.ca

A copy of the application and related information may be inspected at the View Royal Town Hall (located at 45 View Royal Avenue, Victoria, BC, V9B 1A6) between the hours of 8:30am and 4:30pm, Monday to Friday, February 6, 2015 to February 17, 2015. Information may also be obtained by calling the Development Services Department at 250-479-6800.

Dated the 4th day of February, 2015.

Development Services, Town of View Royal

Subject Property Map - 77 Caton Pl



Subject Property

