

PROPERTY DESCRIPTION:

Civic address: 2844 Granmon Road, Nanaimo, BC

Legal Description

Lot: Plan: Block: District Lot: Section: Township:

OCP Designation: Zoning:

Surrounding land uses:

Current method of sewerage disposal: Community Sewer Septic Tank Other

Current method of water supply: Community Water Well Other

Any restrictive covenants registered on the subject property: Yes No (if yes, provide details)

Any registered easements or rights-of-ways over the subject property: Yes No (if yes, provide details)

Does the subject property possess a legal road access: Yes No (if no, provide details)

Agricultural Land Reserve: Yes No Riparian Area: Yes No

Environmentally Sensitive: Yes No

CURRENT USE:

Provide a description of the current uses of the land and buildings found on the property (please attach as a separate sheet, as required):

PROPOSED TEMPORARY USE (attach as a separate sheet):

Describe the proposed temporary uses of the land and buildings.
Describe the time period required for the temporary use.
If the property is the subject of a lease, provide details of the lease.
Describe the reasons for the proposed temporary use.
Clearly describe any conditions that the proposed use will be limited to (such as floor area, affected land area, buildings to be used, parking, hours of operation, etc ...).

CESSATION OF TEMPORARY USE:

A Temporary Use Permit is not a substitute for an application to rezone a property. A Temporary Use Permit is only intended to allow for an activity over a limited period of time. At the conclusion of the Permit, it is intended that the temporary use will:

- Cease.
- Be moved to another site that is zoned (or designated) for that use.
- During the time that the temporary permit is in effect, a rezoning application will be applied for in order to change the zone on the property, and therefore the site will be zoned (designated) to allow the use. If that application is unsuccessful and the temporary permit expires, the temporary use will be removed.
- Other : *Renew*