THE CORPORATION OF THE CITY OF COURTENAY

BYLAW NO. 1816

A bylaw to amend "City of Courtenay False Alarm Fees Bylaw No. 1712, 1993"

The Council of the Corporation of the City of Courtenay, in open meeting assembled, enacts as follows:

1. That "City of Courtenay False Alarm Fees Bylaw No. 1712, 1993" be amended as follows:

Sections 2, 4, 5 and 7 are hereby deleted and are substituted therefore by the following:

- Where the fire department of the City attends at premises to provide firefighting services in response to a false alarm of a fire alarm system on more than three occasions in any calendar year, the owner or occupier of the property on which the premises are located shall pay to the City the fees set out in the City of Courtenay Fees and Charges Bylaw.
- 4. Where the Royal Canadian Mounted Police attends a premises to provide police services in response to a false alarm of a security alarm system on more than three occasions in any calendar year, the owner or occupier of the property on which the premises are located shall pay to the City the fees set out in the City of Courtenay Fees and Charges Bylaw.
- 5. The fees imposed by sections 3 and 4 of this bylaw shall vary with the number of like alarms originating in the same premises in any calendar year, as outlined in the City of Courtenay Fees and Charges Bylaw.
- 7. Unless they are cancelled in accordance with Section 6 of this bylaw, the fees imposed by Sections 2 and 4 are due within thirty days of receipt by the owner or occupier of the City's invoice and, if overdue on December 31 of the calendar year in which they are imposed, shall be added to and form part of the taxes payable on the property as taxes in arrears.
- This Bylaw may be cited as "City of Courtenay False Alarm Fees Amendment Bylaw No. 1816, 1994".

Read a first time this 19th day of December, 1994.

Read a second time this 19th day of December, 1994.

Read a third time this 19th day of December, 1994.

Finally passed and adopted this 9th day of January, 1995.

Mayor

Clerk