

PUBLIC NOTICE
PROPOSED AMENDMENT 038-55 TO ZONING BY-LAW NO.038

Public Notice is hereby given that the Quispamsis Town Council has been requested to and intends to consider amending "By-law No. 038, A By-law of the Municipality of Quispamsis Respecting Zoning". The proposed By-law Amendments, pursuant to the applicable Sections of the Community Planning Act of New Brunswick, are required to redesignate the following property from Neighbourhood Commercial (NC) to Rural (RU) resulting in any future development of the property being subject to the Rural Zoning as defined by the Quispamsis Zoning By-law.

302 Model Farm Road (PID No. 30362578) - Neighborhood Commercial (NC) to Rural (RU) as illustrated in Schedule A.

REASON FOR CHANGE: To accommodate potential residential development in Rural (RU) will provide more options such as two family, garden suites, etc.

ENGAGEMENT:

The Planning Advisory Committee (PAC) will consider this application at the March 10, 2026, PAC Meeting at 6:00 p. m. in the council chambers of the Quispamsis Town Hall, 12 Landing Court, Quispamsis, New Brunswick. For further information or to participate in the meeting, you may contact PAC Secretary, Leanne Kay - pac@quispamsis.ca

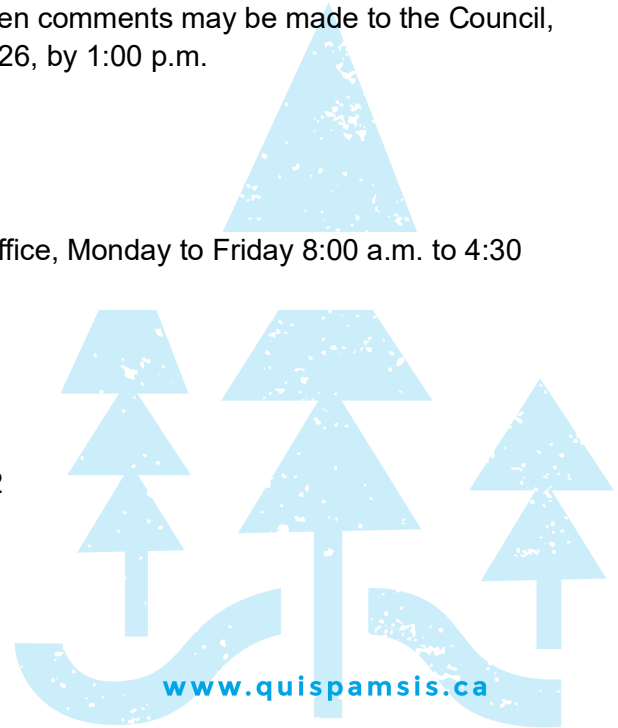
A Public Hearing of the proposed amendments will be held March 17, 2026, at 6:00 p.m. in the council chambers of the Quispamsis Town Hall, 12 Landing Court, Quispamsis, New Brunswick, where Council will hear and consider any objections to the proposed amendment. Written comments may be made to the Council, in care of the undersigned and submitted no later than March 12, 2026, by 1:00 p.m.

Residents can view the Meetings here:

<https://www.youtube.com/@townofquispamsis-toq/streams>

The proposed by-law amendments may be reviewed in the Clerk's office, Monday to Friday 8:00 a.m. to 4:30 p.m., excluding civic holidays.

Lisa MacInnis, Clerk
Quispamsis
12 Landing Court
Quispamsis, NB E2E 4R2
clerk@quispamsis.ca



Schedule A *

*Please note that these are subject to change following public engagement

