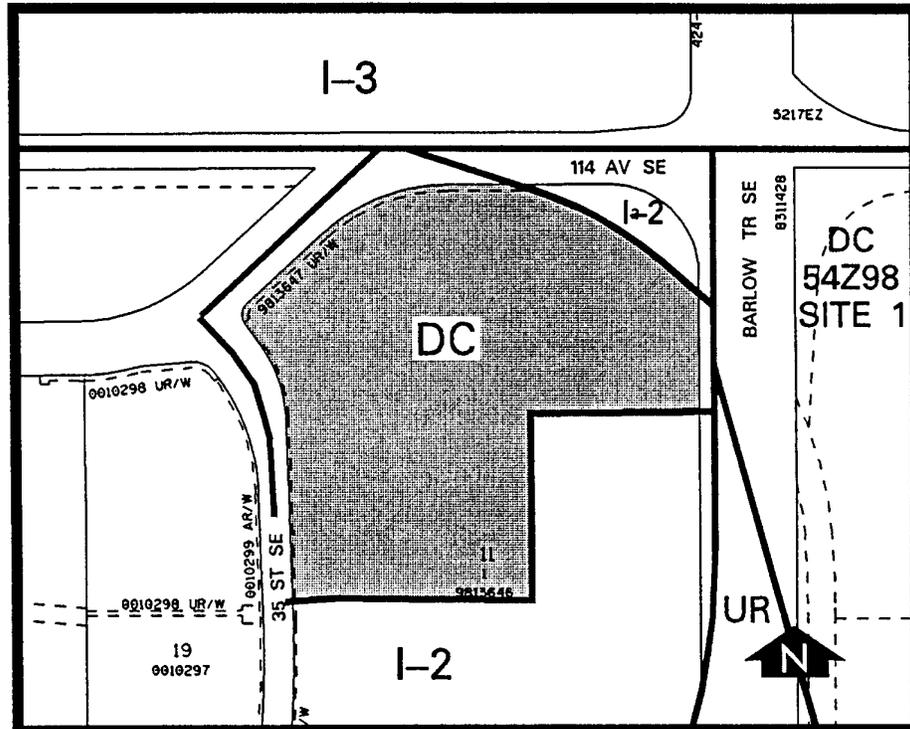


Amendment No. 2000/035
Bylaw No. 111Z2000
Council Approval: 18 September 2000

SCHEDULE B



1. LAND USE

The Permitted and Discretionary Uses shall be the Permitted and Discretionary Uses of the I-2 General Light Industrial District, respectively,

- a. excluding child care facilities, custodial quarters, private schools, and public and separate schools; and
- b. adding the Discretionary Use of gaming establishment-casino in conjunction with a hotel.

2. DEVELOPMENT GUIDELINES

The General Rules for Industrial Districts contained in Section 43 of Bylaw 2P80 and the Permitted and Discretionary Use Rules of the I-2 General Light Industrial District shall apply unless otherwise noted below:

- (a) Gaming Establishment-Casino

A development permit shall only be issued for a gaming establishment-casino provided it is developed in conjunction with a hotel and located within a portion of the hotel development.

(b) Density Limits for Hotel/Gaming Establishment-Casino

The following maximums shall apply:

- (i) Hotel - 190 rooms
- (ii) Gaming establishment-casino - 800 seats

(c) Parking Requirements

- (i) A parking study shall be submitted for any development permit application on a gaming establishment-casino; and
- (ii) Parking provided shall be not less than the requirements of Bylaw 2P80 with parking for the gaming establishment-casino being provided at a minimum ratio of 1 stall per 2.3 gaming patron positions. Additional parking shall also be provided for staff and volunteers attending the gaming establishment-casino.

(d) Environmental Site Assessment

The approval of any development on the site shall be subject to a satisfactory environmental assessment report indicating that the site is free from contamination and is suitable for the use intended.

(e) Development Plans

Approval of this application does not constitute approval of a development permit. Comprehensive plans shall subsequently be submitted to the satisfaction of the Development Authority as part of a development permit application.