



The Corporation of The Township of King

By-Law Number 2025-090

A By-law to Amend By-law 2021-002, respecting Development Charges of the Township of King

Whereas the Township of King (the "Township") enacted By-law 2021-002 pursuant to the *Development Charges Act, 1997*, S.O. 1997, c. 27, as amended (the "Act"), which authorizes Council to pass by-laws for the imposition of development charges against land;

And Whereas subsection 2(1) of the Development Charges Act, 1997 (the "Act"), S.O. 1997, c.27, as amended, provides that the council of a municipality may by by-law impose development charges against land to pay for increased capital costs required because of increased needs for services arising from development of the area to which the By-law applies; and

And Whereas Section 19 of the Act provides for amendments to be made to development charges by-laws; and

And Whereas subsection 19(1.1) of the Act permits a municipality to amend a development charges by-law, subject to conditions being met, that do not require the process for by-law amendments under subsection 19(1) of the Act to be followed; and

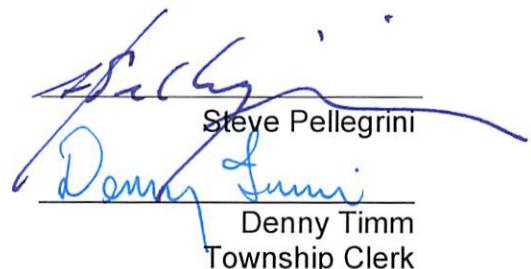
And Whereas on December 8, 2025, Council approved the recommendation in Report FIN-2025-027 thereby indicating that it intends to repeal the expiry clause of By-law 2021-002 pursuant to subsection 19(1.1) of the Act.

Now Therefore the Council of The Corporation of the Township of King enacts as follows:

1. By-law 2021-002 is hereby amended as follows:
 - a. Section 10 and 10.1 is repealed.
2. This By-law shall come into force and effect at 12:01AM on December 9, 2025.
3. Except as amended by this By-law, all provisions of By-law 2021-002, as amended, are and shall remain in full force and effect.

Read a First and Second time this 8th day of December 2025.

Read a Third time and finally passed this 8th day of December 2025.



Steve Pellegrini
Denny Timm
Township Clerk

By signing this by-law on December 8, 2025, Mayor Pellegrini will not exercise the power to veto this by-law.