

THE CITY OF VAUGHAN

BY-LAW

BY-LAW NUMBER 202-2024

A By-law to amend City of Vaughan By-law 001-2021, as amended.

WHEREAS the matters herein set out are in conformity with the Official Plan of the Vaughan Planning Area, which is approved and in force at this time;

AND WHEREAS there has been no amendment to the Vaughan Official Plan adopted by Council but not approved at this time, with which the matters herein set out are not in conformity;

NOW THEREFORE the Council of The Corporation of the City of Vaughan ENACTS AS FOLLOWS:

1. That City of Vaughan By-law Number 001-2021, as amended, be and it is hereby further amended by:
 - a) Deleting Subsection 4.19.1.1 and replacing it with the following:

“1. For a residential use in the R1, R1A, R1B, R1C, R1D, R1E, R2, R2A, R3, R3A, R4, R4A, R5, R5A and RT Zones, any portion of a yard in excess of 135.0 m² shall be comprised of a minimum 60% soft landscape.”

Voted in favour by City of Vaughan Council this 19th day of November, 2024.

Steven Del Duca, Mayor

Todd Coles, City Clerk

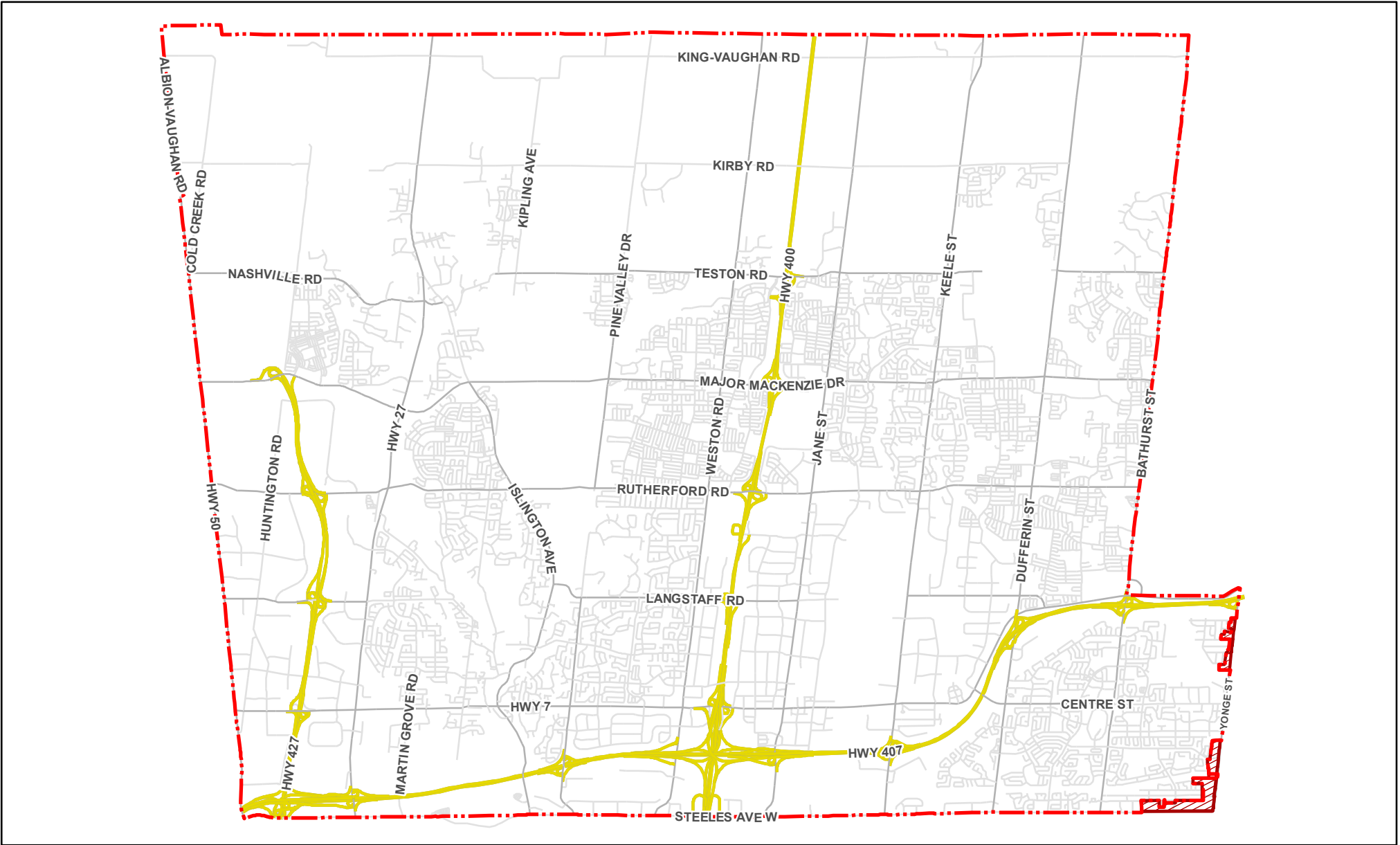
Authorized by Item No. 3 of Report No. 32 of the Committee of the Whole.
Report adopted by Vaughan City Council on October 29, 2024.
City Council voted in favour of this by-law on November 19, 2024.
Approved by Mayoral Decision MDC 015-2024 dated November 19, 2024
Effective Date of By-Law: November 19, 2024



SUMMARY TO BY-LAW 202-2024

The lands subject to this By-law include all lands within the City of Vaughan, in the Regional Municipality of York, with the exception of lands in the vicinity of Yonge Street and Steeles Avenue, where By-law 001-2021 is applicable.

The purpose of this By-law is to amend City of Vaughan Comprehensive Zoning By-law 001-2021 to clarify the minimum required area of soft landscaping for a residential use in certain residential zones.

Lands Subject to Comprehensive Zoning By-law 001-2021



-  Lands Subject to Zoning By-law 001-2021
-  Lands Subject to Zoning By-law 1-88



0 0.75 1.5 3
Kilometers

