

Council Meeting  
Place: Town Hall  
Date: August 18, 2020  
Time: 5:00pm

<b>Present</b>	Mayor Joseph Reid Deputy Mayor Jocelyn Payne Councillor Victor Major Councillor Eugene Bellows Councillor Caroline Bugden Councillor George Tucker Councillor Rudy Burridge Town Clerk Manager Jennifer Samms
<b>Meeting Called to order at 5:00pm</b>	By: Mayor Joseph Reid
<p><b>Motion 2020-150</b> Tucker/Major</p> <p><b>Motion 2020-151</b> Tucker/Payne</p>	<p>Small Crafts Harbour submitted a layout design of property up at 4 Stone's Lane. Council wanted to determine where the survey lines fall in the existing area.</p> <p>Property owner is requesting to build the dock/wharf on the property as per the Small Crafts &amp; Harbour layout design.</p> <p><b>Be it resolved that Council agrees to rescind Motion 202-135. All in favor. Carried. (Reid, Payne, Tucker, Major, Bellows, Bugden, Burridge)</b></p> <p><b>Be it resolved that Council agrees for the wharf/dock development to come 1.2m outside of survey line on the front of the property facing the water because of the proximity to Government Wharf. Permits are also required from all necessary departments such as Department of Fisheries and Oceans, Department of Environment, Water Resources Management, and Transport Canada. All in favor. Carried. (Reid, Payne, Tucker, Major, Bellows, Bugden, Burridge)</b></p>
<b>Motion 2020-152</b> Tucker/Payne	<p>Councillor Bugden declared herself a conflict of interest.</p> <p><b>Be it resolved that Council agrees to disburse \$3,500 to the Norris Point Recreation Committee. All in Favor. Carried. (Reid, Payne, Tucker, Major, Bellows, Burridge)</b> <i>Abstained from voting – Councillor Bugden</i></p>
<b>Adjournment</b> <b>Motion 2020-153</b> Tucker/Bugden	<b>Be it resolved that the meeting adjourn at 5:40 pm. All in favor. Carried. (Reid, Payne, Tucker, Major, Bellows, Bugden, Burridge)</b>
<b>Councillor Notes:</b>	

Signature: Joseph Reid  
Mayor

Date: October 7, 2020

Signature: Jennifer Samms  
Town Clerk-Manager

Date: October 7, 2020