



June 5, 2023

Office of the Municipal Clerk
Halifax Regional Municipality
P.O. Box 1749,
Halifax, Nova Scotia, B3J 3A5

Municipal Clerk:

Please be advised the Municipality of East Hants will be considering second reading and approval of the draft East Hants Official Community Plan. The Plan Update will bring comprehensive land use planning to the entire Municipality and will update land use policies and regulations in the comprehensive portion of East Hants.

To view the draft Planning documents and review proposed zoning, please visit easthants.ca/community-plan-update. Topics in the East Hants Community Plan Update include:

- **Zoning:** New land use zoning is being proposed in parts of East Hants that previously had no comprehensive land use planning.
- **Shoreline Erosion & Flooding:** A coastal erosion and shoreline flooding study has been completed for the East Hants Bay of Fundy shoreline. As a result of the study, new zones are being created to help protect landowners along the Bay of Fundy and the mouth of the Shubenacadie River shoreline.
- **Milford Groundwater Regulations:** A new land use designation and zone has been created for Milford to protect existing drinking water supplies from well interference.
- **Campgrounds:** New land use regulations are proposed for those property owners wishing to develop or expand campgrounds.
- **Amenity Space Improvements:** In order to improve access to outdoor space for residents living in multiple unit buildings, changes are proposed to the amenity space requirements to improve the built environment.

The public hearing for the Community Plan Update will take place on Thursday, July 27, 2023, starting at 7 p.m. in Council Chambers at the Lloyd E. Matheson Centre, 15 Commerce Court, Elmsdale. If you would like to meet to discuss the proposed Plan Update prior to the public hearing, please contact me at 902-883-6120 or jwoodford@easthants.ca.

Sincerely,



John Woodford,
Director of Planning and Development

CC: Kelly Denty, Executive Director of Planning & Development