

THE CORPORATION OF THE DISTRICT OF BURNABY

BY-LAW NO. 7147

A BY-LAW to amend By-Law No. 6333, being the
"Burnaby Building By-Law 1973".

The Council of The Corporation of the District
of Burnaby ENACTS as follows:

1. This By-law may be cited as "BURNABY BUILDING BY-LAW 1973, AMENDMENT BY-LAW 1977".
2. Appendix "A" of By-Law No. 6333, as enacted by By-Law No. 6967, is repealed and Appendix "A" annexed hereto substituted therefor.
3. This By-law shall come into force and effect on the 3rd day of January, 1978.

Read a first time this 28th day of November, 1977.

Read a second time this 28th day of November, 1977.

Read a third time this 28th day of November, 1977.

Reconsidered and adopted this 12th day of December,
1977.



A handwritten signature in cursive script, appearing to read "R. Bonatelli".

M A Y O R

A handwritten signature in cursive script, appearing to read "James Hudson".

C L E R K

APPENDIX "A"

THE CORPORATION OF THE DISTRICT OF BURNABY

BURNABY BUILDING BYLAW No. 6333

Fee Payable by Applicant for a Permit for the Construction of a Building or any Part Thereof

Value of Construction	Fee for a Building or Part Thereof Other than an Apartment Building	Fee for an Apartment Building or Part Thereof
\$0 - \$500	\$ 11.00	---
\$501 - \$ 1,000	\$ 15.00	\$ 28.50
\$1,001 - \$15,000	\$ 15.00 plus \$6.50 per \$1,000 or part thereof over \$1,000.	\$ 28.50 plus \$6.50 per \$1,000 or part thereof over \$1,000.
\$15,001 - \$50,000	\$106.00 plus \$3.50 per \$1,000 or part thereof over \$15,000.	\$119.50 plus \$4.50 per \$1,000, or part thereof over \$15,000.
\$50,001 and over	\$228.50 plus \$2.50 per \$1,000 or part thereof over \$50,000.	\$277.00 plus \$3.00 per \$1,000 or part thereof over \$50,000.

In addition the applicant shall pay the following fee for the construction of a chimney:

(a) Masonry Chimney:

Single Flue	...	\$ 7.00
Double Flue	...	\$ 10.00
Multiple Flue	...	\$ 13.00

(b) Prefab Metal Chimney - Class "A":

Per Flue	...	\$ 7.00
----------	-----	---------

Effective January 3, 1978