



BY-LAW

NO. 2024 –

Being a By-law to Confirm the Proceedings of the Council of the Municipality of Kincardine

Whereas subsection 5(1) of the *Municipal Act, 2001*, S.O. 2001, Chapter 25 as amended, provides that the powers of a municipal corporation shall be exercised by its council; and

Whereas subsection 5(3) of the said *Municipal Act* provides that the powers of every council are to be exercised by by-law unless the municipality is specifically authorized to do otherwise; and

Whereas the Council of The Corporation of the Municipality of Kincardine deems it desirable to confirm the proceedings of Council; now therefore be it

Resolved that the Council of The Corporation of the Municipality of Kincardine **Enacts** as follows:

1. That the actions of the Council at its meetings of April 10, 2024 with respect to each motion, resolution and other action passed and taken by the Council at the said meeting, are hereby adopted, ratified and confirmed as if such proceedings and actions were expressly adopted and confirmed by By-law.
2. Where no individual By-law has been or is passed with respect to the taking of any action authorized in, or by, or with respect to the exercise of any powers by the Council in the minutes of the above-mentioned meeting, this By-law shall be deemed for all purposes to be the By-law required for approving and authorizing and taking of any action authorized therein or thereby, or required for the exercise of any powers therein by the Council.
3. The Mayor of the Council and the proper officers of the Municipality are hereby authorized and directed to do all things necessary to give effect to the said actions or to obtain approvals where required, and, except where otherwise provided, the Mayor, Chief Administrative Officer and Clerk are hereby authorized and directed to execute all necessary documents and to affix the corporate seal of the Municipality to all such documents.

Read a First, Second and Third Time and Finally passed this 10th day of April, 2024.

Mayor

Clerk