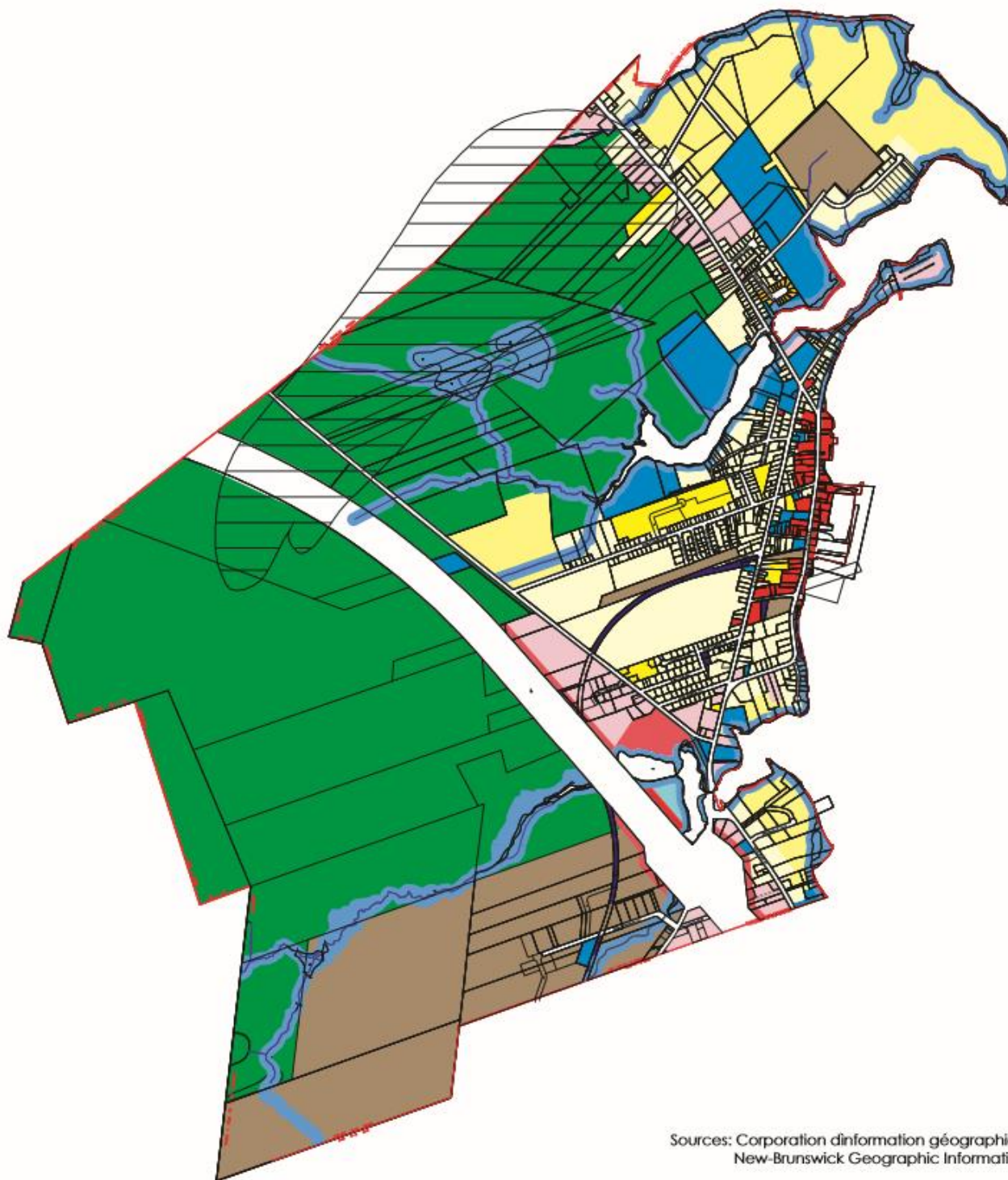


Appendix B:
Zoning Map
Letter from Planning Authority



Richibucto

Nouveau-Brunswick • New Brunswick





*Venez y jeter l'ancre! Drop Anchor with Us!
Maai Pgasemeci Gulpison!*

ANNEXE / SCHEDULE B

Carte de zonage / Zoning map
ville de / Town of

RICHIBUCTO

RÉSIDENTIEL / RESIDENTIAL

-  UNI ET BI FAMILIAL / ONE AND TWO FAMILY
-  MULTI-FAMILIAL / MULTIPLE FAMILY
-  UNI ET BI FAMILIAL / ONE AND TWO FAMILY
(Sans égouts) (Without septic systems)
-  MAISON MOBILE / MOBILE HOME

COMMERCIAL

-  CENTRE-VILLE / TOWN CENTER
-  CENTRE COMMERCIAL / SHOPPING CENTRE
-  DE VOISINAGE / NEIGHBOURHOOD
-  VENTES DETAIL / RETAIL SALES
-  COMMUNAUTAIRE / COMMUNITY
-  INDUSTRIEL / INDUSTRIAL
-  PARC / PARK
-  PROTECTION
-  RESSOURCE ET ESPACE NATUREL /
RESOURCE AND NATUREL SPACE



Préparé par: Elmo Jr Bastarache
Technicien en SIG



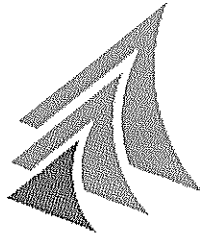
CADK / KDPC

Sources: Corporation d'information géographique du Nouveau-Brunswick.
New-Brunswick Geographic Information Corp.

Date: Juillet / July 2005

Commission de services
régionaux de Kent

25, boul. Cartier Blvd, Unit(é) 145
Richibucto, NB, E4W 3W7
Tel: (506) 523-1820
Fax: (506) 523-1821



Kent Regional
Service Commission

104, boul. Irving Blvd, Unit(é) 1
Boucouteche, NB E4S 3L5
Tel : (506) 743-1490
Fax : (506) 743-1491

November 24th, 2017

c/o: Amy Pellerin
Natural Forces
1801 Hollis Street, Suite 1205
Halifax, NS
B3J 3N4

Zoning Confirmation

PID # 25147802
Industrial Blvd.
Richibucto, NB

Ms. Pellerin,

In reference to the matter noted above, this is to confirm that the zoning at the above mentioned property is *Industrial (IND)*. Please note that a building permit is required for any new structure or any expansion. A building permit can be obtained at our Richibucto office.

Should any additional information be required, please feel free to call us at (506) 523-1820, weekdays from 8:30am to 4:30pm.

Confident that this is satisfactory, I remain yours truly,

Serge Boucher - MCIP, RPP
Land Use Planner