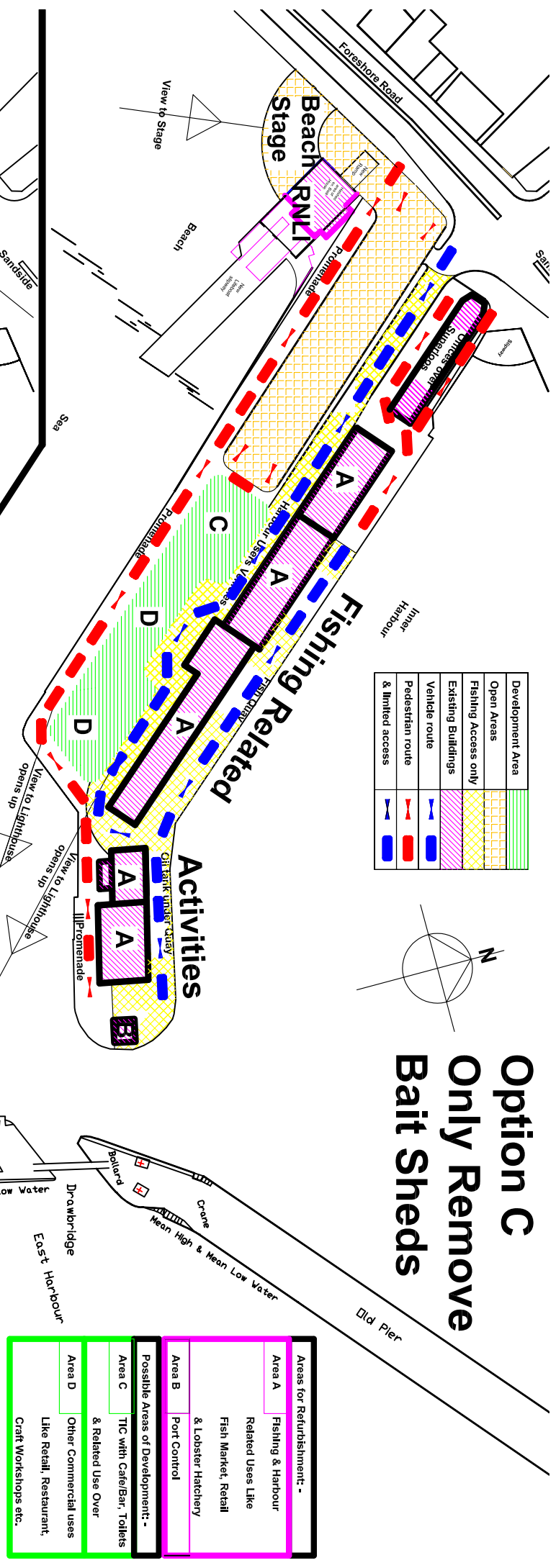
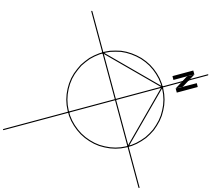


Option C Only Remove Bait Sheds

Development Area	
Open Areas	
Fishing Access only	
Existing Buildings	
Vehicle route	
Pedestrian route	
& limited access	



Areas for Returfishment: -
Area A Fishing & Harbour Related Uses Like Fish Market, Retail & Lobster Hatchery
Area B Port Control
Possible Areas of Development: -
Area C TTC with cafe/Bar, Toilets & Related Use Over
Area D Other Commercial uses Like Retail, Restaurant, Craft Workshops etc.

Option C1

