SCHEDULE 'A' TO BY-LAW #3756(2016)

PROCEDURE OF APPEAL COMMITTEE

This schedule outlines general the appeal hearings before the Committee where a person wishes to challenge a designation made pursuant to the provisions of this By-law, and By-law 97-2010, to designate a dog as vicious.

Meeting Procedures:

Introduction – Chair shall call the meeting to order and introduce staff members and officers, and ask the appellant and/or his/her agent to introduce themselves.

Procedure at Hearing:

- 1. The Animal Control Officer will give evidence in support of why he/she has designated the dog to be dangerous. Evidence may also be given by other witnesses in support of the Animal Control Officer's decision.
- 2. After evidence in chief is given, the appellant or his/her agent will be given an opportunity to question any witness that is presented in support of the Animal Control Officer's case. In addition, Committee members may ask question(s) of the witnesses.
- 3. Upon conclusion of the evidence in support of the Animal Control Officer's decision, the appellant will be given the opportunity to present evidence in support of their case. The appellant may call witnesses to give evidence in support of their case.
- 4. After evidence in chief is given, the Animal Control Officer or his/her agent may ask questions of the appellant or witnesses, on behalf of the Town. Committee members will also have opportunity to ask questions.
- 5. After the appellant's case, any member of the public present including any victim, may speak to the appeal by rising and being recognized by the Chair.
- 6. The Committee members, the Animal Control Officer and the appellant may ask questions of any presenter from the public.
- 7. At the conclusion of the evidence, both the animal control officer and the appellant, or their agents as the case may be, will be given the opportunity to summarize their case.

Once the hearing has concluded, the Committee will consider the evidence as well as submissions and render a decision on the issue.