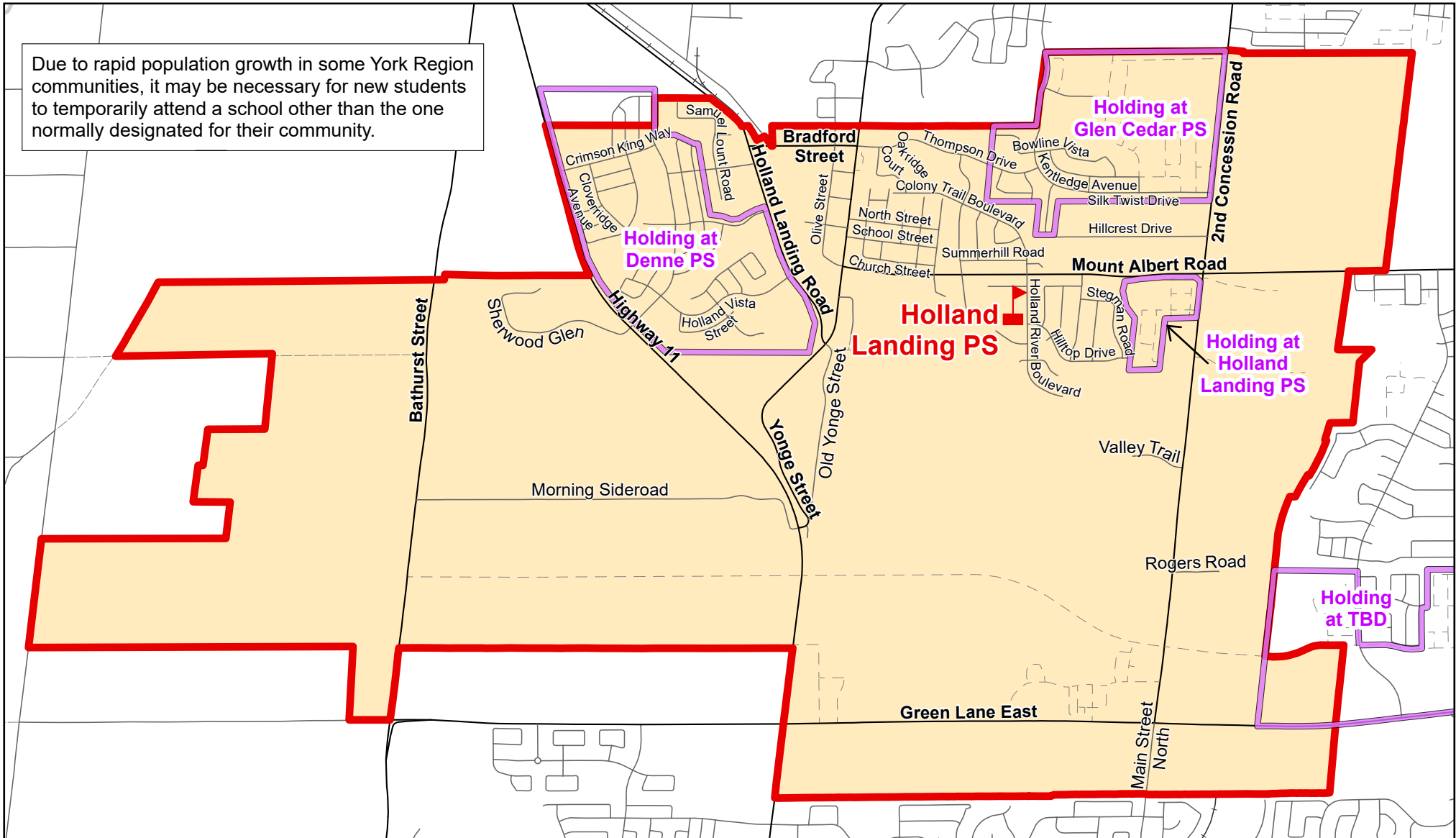










# Holland Landing PS, Town of East Gwillimbury

Due to rapid population growth in some York Region communities, it may be necessary for new students to temporarily attend a school other than the one normally designated for their community.



## Legend

- |   |                   |   |                 |   |               |
|---|-------------------|---|-----------------|---|---------------|
|  | Elementary School |  | School Boundary |  | Urban Road    |
|  | Secondary School  |  | Holding Area    |  | Regional Road |
|   |                   |  | Railway         |  | Proposed Road |



## Notes

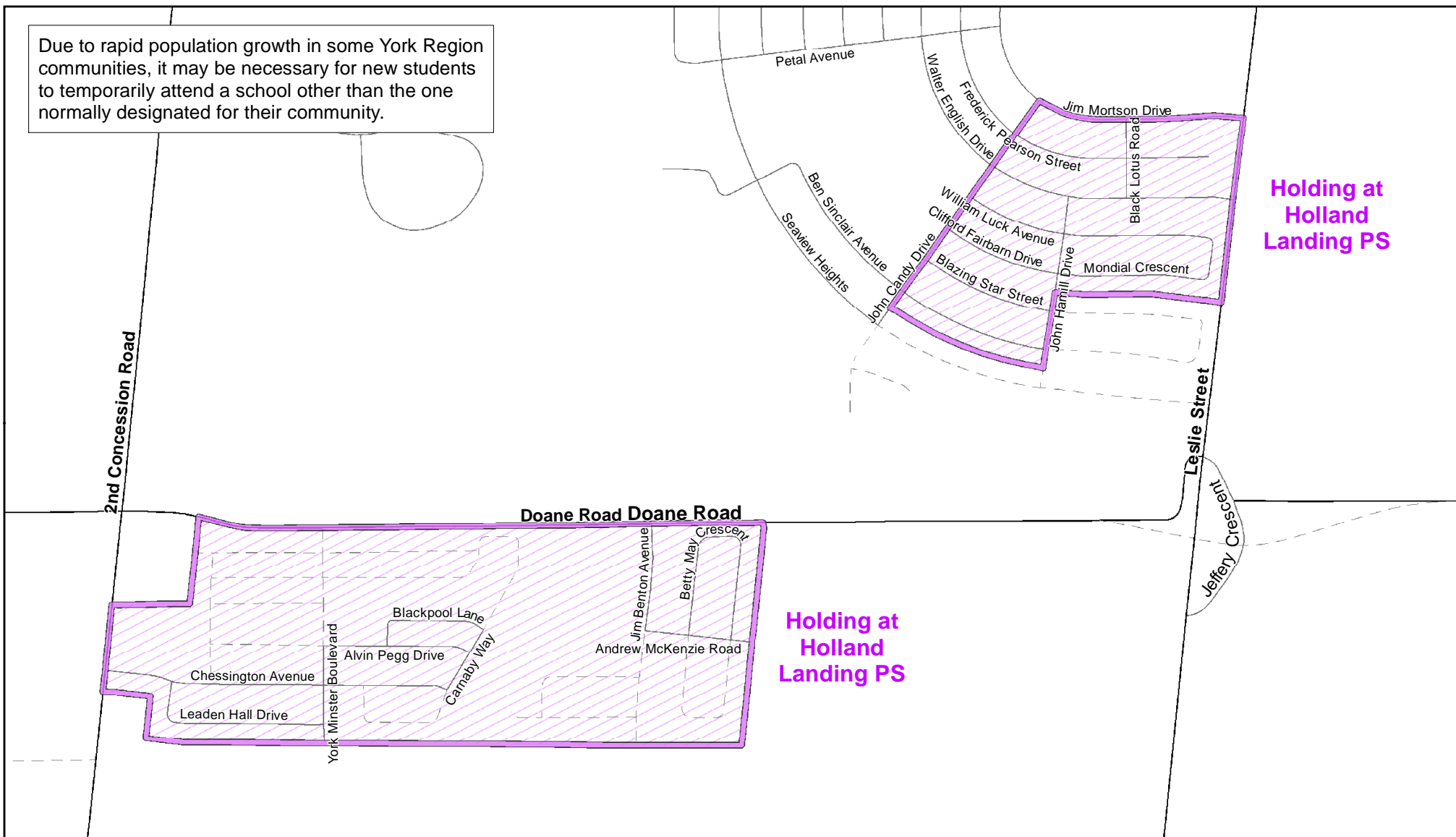
New development areas in the Holland Landing PS boundary have been designated as holding areas and will be held at schools in East Gwillimbury and Newmarket. A portion of new development in the Queensville PS boundary will be held at Holland Landing PS. Please see map for details.

**Boundary Approved: March 2024**

**Map Updated: September 2024**

# Holding Area at Holland Landing PS, Town of East Gwillimbury









Due to rapid population growth in some York Region communities, it may be necessary for new students to temporarily attend a school other than the one normally designated for their community.



Holding at  
Holland  
Landing PS

Holding at  
Holland  
Landing PS

## Legend

- |  |                   |   |                 |   |               |
|--|-------------------|---|-----------------|---|---------------|
|  | Elementary School |  | School Boundary |  | Urban Road    |
|  | Secondary School  |  | Holding Area    |  | Regional Road |
|  |                   |  | Railway         |  | Proposed Road |



## Notes

New development areas noted above will be held at Holland Landing PS.

Map Updated: January 2022