

A FEW OF THE LAST COUNCIL'S ACCOMPLISHMENTS

- Developed and adopted Lac-Sainte-Marie's new urban plan (the old one dated back to 1992)
- Created and inaugurated Lachapelle Park
- Renovated and upgraded the Artisans' Pavilion
- Gave heritage status to Saint-Nom-de-Marie Church
- Installed pickleball courts at the community center
- Added water games at the municipal park (to be completed in fall 2025)
- Replaced several municipal trucks and equipment
- Worked hard to minimize the tax impact of the 2025 property assessment (MRCVG)
- Improved the municipal road network
- Collaborated with developers to support local economic growth
- Took action to protect and showcase our natural areas and wetlands
- Supported the study of certain lakes and drone mapping of Lac-Sainte-Marie's shores to better understand current conditions

CHECK TO MAKE SURE YOU ARE ON THE LIST OF REGISTERED VOTERS !

Election day: Sunday, November 2nd, 10 a.m. – 8 p.m.
Advance voting: Sunday, October 26th, 12 p.m. – 8 p.m.



ELECTION
NOVEMBER 2nd, 2025

**MARC
BEAUDOIN**

CANDIDATE FOR MAYOR OF
LAC-SAINTE-MARIE

MY VISION

A dynamic municipality, proud of its history, making the most of its strengths to become a true tourist gem of the Haute-Gatineau, while ensuring a strong future for everyone.

WHAT MOTIVATES ME

When I decided to run as a councillor in 2021, it was mainly because I wanted to get more involved in this wonderful community and work with others to shape its development in the short, medium, and long term.

That experience gave me the chance to use the skills from my 27-year career, where I had the opportunity to talk with people across the country about issues that really mattered to them.

Today, after four years of serving the citizens of Lac-Sainte-Marie, I'm proud of what we've accomplished together and glad I've been able to play a role in moving important projects forward for our community.

We've made a lot of progress, but there's still more to do. That's why I'm running for mayor in the upcoming November 2nd election.

MY BACKGROUND

- Permanent resident of Lac-Sainte-Marie (my family has been here since 1970)
- Father
- Bilingual
- Former Vice-President, Ipsos/Angus Reid, Public Affairs – Ottawa (22 years)
- Consultant and facilitator specialized in qualitative research
- Municipal councillor from November 2021 to November 2025
- Member of the Urban Planning Advisory Committee (UPAC) and the Environment & Urban Planning Committee (EUPC)
- Chair of the EUPC since mid-term
- Municipal library representative

MY VALUES

- Respect
- Commitment
- Integrity
- Responsibility
- Transparency
- Accountability
- Consistency
- Collaboration

MY PRIORITIES

➔ Economic Development

- Strengthen ties with federal and provincial governments to support our development, while pursuing more investment in roads and other infrastructure
- Attract investment in restaurants, shops, and professional services to diversify our tourism and economy, creating more local job opportunities
- Work with developers on projects that maximize economic and social benefits while respecting the environment and the municipality's financial and legal limits
- Defend our municipality's interests at the council of mayors and the MRCVG

➔ Community and Environment

- Support and work with community associations
- Launch initiatives to protect our natural spaces, waterways, and green areas
- Develop the potential of our tourist hub with the help of developers and the proper authorities
- Promote and expand hiking trails (PERO project)
- Highlight our natural and tourism heritage

➔ Communication and Marketing

- Keep you regularly updated on projects underway
- Create promotional material to showcase our land, activities, and events
- Continue to be actively involved in the community (available as needed)

➔ Community and Cultural Activities

- Promote events like the Festival des Arts de la scène Val-Gatinois, summer and winter festivals, cultural celebrations, lakeside concerts, and food truck festivals
- Strengthen community spirit throughout our municipality