

CITY OF COLD LAKE
BYLAW 656-DA-19
PLANNING AND DEVELOPMENT FEE SCHEDULE BYLAW

A BYLAW OF THE CITY OF COLD LAKE IN THE PROVINCE OF ALBERTA, TO ESTABLISH A SCHEDULE OF FEES FOR PLANNING AND DEVELOPMENT SERVICES AND SAFETY CODES SERVICES ADMINISTERED BY THE MUNICIPALITY WITHIN THE CITY OF COLD LAKE

PURSUANT to sections 8(c)(i) and 630.1 of the *Municipal Government Act*, RSA 2000, Chapter M-26, as amended Council may, by bylaw, establish fees for licenses, permits and approvals;

WHEREAS Council wishes to establish a schedule of fees for Planning and Development Services and Safety Codes Services administered by the City of Cold Lake;

NOW THEREFORE the Council of the City of Cold Lake in the Province of Alberta, in Council duly assembled, hereby enacts as follows:

SECTION 1 – TITLE

1. This Bylaw shall be cited as the “Planning and Development Fee Schedule Bylaw”.

SECTION 2 – FEE SCHEDULE APPROVAL

2. The City of Cold Lake may charge fees for the administration of various Planning and Development Services and Safety Codes Services in accordance with Schedule “A” and Schedule “B” to this Bylaw.

SECTION 3 – REPEAL

3. That Bylaw 635-DA-18 is hereby repealed.

SECTION 4 – ENACTMENT

4. This Bylaw shall come into full force and effect at the beginning of the day on January 1st, 2020.
5. Schedules “A” and “B” shall form part of this Bylaw.

FIRST READING passed in open Council duly assembled in the City of Cold Lake, in the Province of Alberta this 26th day of November, A.D. 2019, on motion by Councillor Lefebvre.

CARRIED
UNANIMOUSLY

SECOND READING passed in open Council duly assembled in the City of Cold Lake, in the Province of Alberta this ____ day of _____, A.D. 20____, on motion by Councillor _____.

CARRIED
UNANIMOUSLY

THIRD AND FINAL READING passed in open Council duly assembled in the City of Cold Lake, in the Province of Alberta this ____ day of _____, A.D. 20____, on motion by Councillor _____.

CARRIED
UNANIMOUSLY

Executed this ____ day of _____, 20____.

CITY OF COLD LAKE

MAYOR

CHIEF ADMINISTRATIVE OFFICER