

CITY OF COLD LAKE
BYLAW NO. 869-LU-25
A BYLAW TO AMEND AREA STRUCTURE PLAN BYLAW NO. 288-LU-07

A BYLAW OF THE CITY OF COLD LAKE IN THE PROVINCE OF ALBERTA, TO AMEND BYLAW NO. 288-LU-07, THE CENTRAL COLD LAKE AREA STRUCTURE PLAN

WHEREAS the lands described as NW 11-63-2-4, SW 11-63-2-4, NW 2-63-2-4, Pt OF SW 2-63-2-4, and Pt of SE 2-63-2-4 are included within the Central Cold Lake Area Structure Plan, Bylaw No. 288-LU-07; and

WHEREAS an application exists to redefine the future land use concept for the remaining undeveloped portion of the lands described as Pt. of SW 2-63-2-4 and Pt. of SE 2-63-2-4

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 “Bylaw No. 869-LU-25, Amendment to Bylaw No. 288-LU-07” to amend Schedule “A” of the Central Cold Lake Area Structure Plan to redefine the future land use concept for the remaining undeveloped portion of the lands described as Pt. of SW 2-63-2-4 and Pt. of SE 2-63-2-4.

SECTION 2 – AMENDMENT

2. Bylaw No. 288-LU-07, the Central Cold Lake Area Structure Plan, is hereby amended as per the requirements of the attached Schedule 'A'.

SECTION 3 – ENACTMENT

3. This Bylaw shall come into full force and effect at the beginning of the day that it is passed.

FIRST READING passed in open Council duly assembled in the City of Cold Lake, in the Province of Alberta this 11th day of March A.D. 2025, on motion by Councillor Parker.

**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. 2025 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. 2025, on motion by Councillor ____.

**CARRIED
UNANIMOUSLY**

Executed this_____ day of _____, 2025

CITY OF COLD LAKE

MAYOR

CHIEF ADMINISTRATIVE OFFICER