## BYLAW 906-P-11-24 TOWN OF COALDALE PROVINCE OF ALBERTA

## BEING A BYLAW OF THE TOWN OF COALDALE TO AMEND BYLAW 677-P-04-13, BEING THE MUNICIPAL LAND USE BYLAW

**WHEREAS** the municipal council finds it desirous to re-designate a portion of lands presently designated as "Urban Reserve UR" to "Residential Multifamily R2" to accommodate future development.

AND WHEREAS the said lands are made up of lands legally described as:

LOTS 7 & 9 BLOCK 1 PLAN 2411469

**AND WHEREAS** the rules and regulations of the Residential Multifamily R2 land use district in Bylaw 677-P-04-13, being the Town of Coaldale Land Use Bylaw, and any amendments thereto, shall apply to the lands described in this bylaw.

**AND WHEREAS** all other applicable schedules of Bylaw 677-P-04-13, being the Town of Coaldale Land Use Bylaw, and any amendments thereto, shall apply to the lands as described above.

**AND WHEREAS** the municipality must prepare an amending Bylaw and provide for its consideration at a Public Hearing.

**NOW THEREFORE**, under the authority and subject to the provisions of the *Municipal Government Act*, Revised Statutes of Alberta 2000, Chapter M-26, as amended, the Council of the Town of Coaldale in the Province of Alberta duly assembled does hereby enact the following:

- 1. The lands shall be designated as Residential Multifamily R2.
- 2. The Land Use District map shall be amended to reflect this re-designation.
- 3. Bylaw 677-P-04-13, being the Land Use Bylaw, is hereby amended.
- 4. This Bylaw comes into effect upon Third and Final reading hereof.

READ a FIRST time this 18th day of November, 2024, for LUB Amendment Bylaw 906-P-11-24	
Mayor – Jack Van Rijn Motion: 322-2024	CAO – Kalen Hastings
READ a SECOND time this 9 <sup>th</sup> day of I 24.	December, 2024 for LUB Amendment Bylaw 906-P-11-
Mayor – Jack Van Rijn Motion: 365-2024	CAO – Kalen Hastings
READ a THIRD and FINAL time this 9 <sup>th</sup> 906-P-11-24.	h day of December, 2024, for LUB Amendment Bylaw
Mayor – Jack Van Rijn Motion: 366-2024	CAO – Kalen Hastings