TOWN OF VAUXHALL IN THE PROVINCE OF ALBERTA

BYLAW NO. 980-21

BEING a bylaw of the Town of Vauxhall, in the Province of Alberta, to amend Bylaw No. 933-18, being the Town of Vauxhall Municipal Development Plan.

WHEREAS the Council of the Town of Vauxhall is in receipt of a request to amend Map 1 – Development Guide Map to allow for additional opportunities for residential land use at the following location shown on the map in Schedule A, attached hereto, and described as follows:

Legal Description	Map 1 – Development Guide Map Major Land Use Designations	
	From:	To:
Plan 0510752, Block 32, Lot 12 containing 0.8880 Hectares (2.19 Acres) more or less, excepting thereout: A) Plan 1014082 Subdivision 0.317 Hectares (0.09 Acres) more or less	Public and Institutional	Residential

AND WHEREAS the municipality must prepare a corresponding 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 Vauxhall in the Province of Alberta duly assembled does hereby enact the following:

- Map 1 Development Guide Map of the Town of Vauxhall Municipal Development Plan Bylaw No. 933-18 is amended to illustrate the Major Land Use Designation as "Residential" for the land described as Plan 0510752, Block 32, Lot 12 containing 0.8880 Hectares (2.19 Acres) more or less, excepting thereout: A) Plan 1014082 Subdivision 0.317 Hectares (0.09 Acres) more or less as shown on the Attached Schedule A.
- 2. Bylaw No. 933-18, being the Municipal Development Plan, is hereby amended and a consolidated version of the Municipal Development Plan reflecting the amendment is authorized to be prepared.
- 3. This bylaw comes into effect upon third and final reading hereof.

READ a first time this 20th day of December, 2021.

READ a **second** time this 7th day of March, 2022.

READ a third time and finally PASSED this 7th day of March, 2022.

Chief Administrative Officer

