



Notice of Decision

regarding
11,000ft² Shop with Accessory Structures
Plan 151 1466, Block 1, Lot 2

The Development authority has **APPROVED** the following application:

File:	Development Permit TOB-D-15-24
Description of Development:	11,000ft ² Shop with Accessory Structures
Land Use Designation:	Industrial
Publication Date:	June 20, 2024

Reason for Approval:

In making this decision, the Development Authority has determined the proposed development to be suitable at this location in accordance with Land Use Bylaw 921/21.

Conditions of the Development

To allow for a third shop, 11,000ft² with two accessory structures (2 x 60 cube water tanks) per the Development Permit Application, narrative, and site plans received on June 20, 2024 with the following conditions:

Conditions

1. That the development proceeds as specified with all the documents submitted in the Development Permit Application received on June 20, 2024. Approval is contained to the third shop and developable area 3/3 of the lot as defined on the site plan.
2. Any changes to approved drawings or development matters requires the written approval of the Development Officer.
3. The proposed development shall conform with all Federal, Provincial and Municipal statutes, regulations, codes, and standards except as waived in writing by the appropriate authority.
4. Any future development (demolition or new) must comply with the Town's Land Use Bylaw which is subject to change from time to time.
5. Utility Salvage and Reconnection – the applicant is responsible to salvage the existing utilities on the north side of the lot, installed by a previous property owner. A 2" waterline and 4" sanitary line is permitted as the maximum service capacity to this shop. Utility reconnection

shall be coordinated with the Town's Public Works Supervisor to ensure modifications are property capped and connected.

6. Site Drainage, Access, and Approaches – due to the height of surrounding infrastructure culverts are not possible along 10th Street for access and approaches. Prior to constructing approaches off 10th Street, design approval must be provided by the Town's Public Works Supervisor.
7. Parking: there shall be no parking of any machinery or equipment that may interfere with visibility at the intersection of 2nd Avenue and 10th Street or 3rd Avenue and 10th Street.
8. Parking: parking stalls shall be visibly marked to ensure orderly parking of vehicles.
9. Outdoor lighting is to be mounted no higher than 6.1 meters (20 feet) above ground. Where site lighting is provided to illuminate any parcel, building or site, the type, location and orientation of the lighting shall:
 - a. Avoid light trespass onto neighboring properties including public properties;
 - b. Not produce a glare;
 - c. Not interfere with traffic safety on public roadways.

Exterior building lighting specifications must be provided to the Town for approval prior to installation. Exterior building lighting on Shop 2 facing west shall be modified to avoid light trespass onto residential neighborhoods to the satisfaction of the Town.

10. Outdoor storage: no outdoor storage is permitted onsite without prior approval from the Town.
11. Signage: the applicant shall provide a copy of the proposed fascia sign to the Town for approval prior to its erection on the building.
12. Landscaping: crushed gravel is acceptable for ground cover and landscape.
13. Accessory structures (water tanks) shall be used to hold freshwater only without prior written approval from the Town.
14. Construction materials and debris shall be contained on the property. Loose material shall be weighted to prevent debris from blowing around. All garbage shall be picked-up daily onsite to ensure aesthetics and public safety. The contractor is permitted to have one dumpster onsite, dumped regularly to prevent nuisances.
15. Noise shall be contained within hours set in the Town's Community Standards Bylaw 920/21 s. 4.3 – "No person shall cause or allow noise to emanate from a property they own or occupy that annoys or disturbs the peace of another person between the hours of 11:00 p.m. and 7:00 a.m."

16. The Town will supply a water meter for the property, to be installed by the contractor to the satisfaction of the municipality.
17. A civic address must be affixed to the front and rear of the property in accordance with Fire Bylaw 931/23.
18. Underground utilities must be located prior to construction. Click Before You Dig. Seven days advance notice shall be provided to the Town's development officer for tie-ins to the municipal service. Tie-ins shall occur during regular business hours of the Town to the standard of the town.
19. Any open excavation during construction must be secured.
20. Any damage to municipal property shall be repaired to the town standard at the cost of the developer.
21. All contractors, subcontractors, and tradespeople must have an active business license with the Town.
22. Plan 151 1466; Block 1; Lot 2 must be kept in an aesthetically pleasing manner as defined in the Beautify Bassano Initiative and respective bylaws.

Development permits are valid for one-year from the date of the Notice to Commence development.

If you feel you have been adversely affected by this application, you may file an appeal to the Subdivision and Development Appeal Board. To do so, you are required to submit your reasons for the appeal, in writing, and an appeal fee of \$600.00 within 21 days to the following:

The Secretary
Subdivision & Development Appeal board
P.O. Box 299
Bassano, AB
T0J 0B0

Despite the issuance of a development permit, no development is authorized to commence until the appeal period has expired. Development shall not commence until at least 21 days from the date of the notice being publicized being July 10, 2024. If an appeal is made, no development is authorized until the outcome of the appeal is determined.

If you have questions about this application, please contact the Town of Bassano.

Sincerely,

A handwritten signature in black ink, appearing to read "Amanda Davis".

Amanda Davis, MBA
Development Officer