

DISCLAIMER

The information presented in this brochure is subject to change. The information provides a general overview and may not address every development matter. It is intended to be used as a guideline. There are other aspects of the Land Use Bylaw #921/21 that may impact your development.

WHY DO I NEED A DEVELOPMENT PERMIT?





The permit process focuses on making certain that new developments align with the rules and regulations set out in the LUB. The permit process is implemented to ensure the **safety and health** of our community, as well as to aid in creating **meaningful and highly valued spaces**.

All land in Bassano is divided into districts (also referred to as zones), each district has its own set of development rules. The LUB lists these rules, which were established in part to ensure that everyone has an opportunity to seek approval for a development project or to express concerns about a project. A permit confirms that all rules and planning policies have been considered.



CONTACTS




 **Town of Bassano**
 Amanda Davis
Development Officer
 403-641-3788
 cao@bassano.ca



SUPPORT LOCAL


 **Bassano Building Centre Ltd.**
 403-641-4000

 **Cam Christianson A.L.S—Surveyor**
 403-793-0011

 **Chance Built Ltd.**
 403-376-0765

 **Click Before You Dig**
 403-245-7252
 Albertacga.ca

 **Rob Woodstock**
 403-835-2924

 **RyBar Contracting**
 403-501-9265



Town of Bassano
— Beautify | Build | Benefit —

Residential Fence

Permit Guide



GUIDELINES

You will **not** be required to obtain a permit for a fence if it meets the permitted use guidelines and standards listed below. If you plan a fence that does not meet these standards, a development permit with a **variance** may be required.

You can: build your fence on your property line, or within your property boundary. If you build the fence within your property boundary, remember that you are responsible to keep the back side of the fenced area clear and free of debris. Fences must not be built on a boulevard.

It is your responsibility to know where your property line is. The Town does not have an in-house survey department and will not mark your property line. If you would like your property lines marked at your own expense contact a surveyor.

BEST PRACTICE



Talk to your neighbour as part of your fence planning process. Consider working together on the project.

CLICK BEFORE YOU DIG

It is your responsibility to “Click before you dig” to safely identify buried utility lines before you begin the installation of your fence.



WHAT IS PERMITTED:

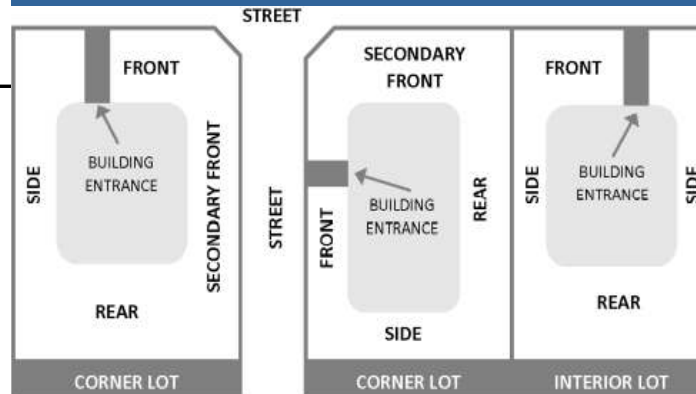
You do **NOT** need a permit if:

- A fence in the **front yard** is 0.9m (3ft) in height or less (if the fence is adjoined to the front end of the primary dwelling, the height requirement typically aligns with the side yard requirements below)
- A fence in the **side and rear yards** is 1.8m (6ft) in height or less
- A fence in the **secondary front yard** is 0.9m (3ft) in height or less

You **DO** need a permit if:

- A fence in the **front yard** exceeds 0.9m (3ft) in height
- A fence in the **secondary front yard** exceeds 0.9m (3ft) in height

WHICH YARDS ARE WHICH?



FENCE STANDARDS



Fences, gates, walls, and other means of enclosure cannot be made of barbwire, razor wire, concrete lego blocks, palettes, or other materials incompatible with residential aesthetic.

HOW TO APPLY FOR A VARIANCE USE PERMIT

You must complete a Fence Permit application and include a detailed one-dimensional site plan of the proposed development. The site plan must include:

- A civic address and north arrow.
- All buildings, structures, and fences (existing and proposed) on the property with their sizes listed.
- The distance between all buildings, structures, and fences from the front, side, and rear of the property lines.
- The proposed location of the fence with dimensions and exterior finish of the fence.
- The variance being sought.