



November 10, 2021

Telus Communications Inc c/o Evolve Surface Strategies Inc
105, 58 Gateway Drive NE
Airdrie, AB
T4B 0J6

NOTICE OF APPROVAL

Development Permit Application Number:	DP21-056
Tax Roll Number:	0011.500
Applicant:	Telus Communications Inc c/o Evolve Surface Strategies Inc
Registered Landowner:	TOWN OF HIGH LEVEL
Civic Address:	
Legal Land Location:	Lot C, Block 27, Plan 142TR
Municipality:	Town of High Level
Development Involving:	45 m self support telecommunication tower

has been APPROVED, subject to the conditions on the attached sheet and as per the site plan submitted by the Applicant.

Twenty-one (21) days after the first publication date you are authorized to proceed with the development specified, provided that all conditions are complied with, and development approved under this permit is in accordance with all approved plans and applications submitted by the Applicant.

Should an appeal be filed with the Subdivision and Development Appeal Board against this decision, this Development Permit is null and void.

Date of Issue: November 08, 2021

Date Approval First Publicized: November 10, 2021

Date Permit Effective: December 01, 2021

Original signed by CAO, Clark McAskile
SIGNATURE OF DEVELOPMENT AUTHORITY

1. The issuance of a Development Permit for a discretionary use in accordance with the Notice of Approval is subject to the condition that it does not become effective until Twenty-one (21) after the date the approval is first publicized.
2. The Town of High Level Land Use Bylaw 1018-21 provides that any person claiming to be affected by a decision of the Development Authority may appeal to the Subdivision and Development Appeal Board. By filing a written Notice of Appeal siting the reasons for appeal with the Secretary of the Subdivision and Development Appeal Board for Town of High Level, accompanied with payment of \$100.00 payable to Town of High Level, within Twenty-one (21) days after the Notice of Approval is first publicized.
3. A permit issued in accordance with this Notice of Approval is valid for a period of three (3) years from the date of its issue. If at the expiry of this period the development has not been commenced or carried out with reasonable diligence, this permit shall be null and void, unless a permit extension has been filed with the Town of High Level Planning and Development Department.

CONDITIONS OF APPROVAL

Development Permit Number: DP21-056

1. A Building Permit is required for this development.
2. A Signage Permit is required for any new signage related to this development.
3. An applicant for, or in possession of a valid Development Permit is not relieved from full responsibility for ascertaining, complying with and carrying out development in accordance with the requirements of:
 - a. The following:
 - i. Environmental Protection and Enhancement Act;
 - ii. National Building Code – Alberta Edition;
 - iii. National Fire Code – Alberta Edition;
 - iv. Natural Resources Conservation Board Act;
 - v. Public Development Act;
 - vi. Safety Codes Act;
 - vii. Water Act; and
 - viii. Any amendment thereto;
 - b. Town of High Level Building Permit and Standards Bylaw;
 - c. The requirements of any other Federal Provincial or Municipal enactment or any other law; and
 - d. The conditions of any Caveat, Restrictive Covenant, Easement or other Instrument affecting the subject Building or Land.
4. Contact Alberta One-Call at +1-800-242-3447 prior to commencing any construction.
5. No construction or development is permitted on, over or under a Registered Right of Way. It is the responsibility of the Applicant and/or Registered Owner to identify, locate and understand the contents of all Registered Right of Ways Plans and Agreements.
6. **The development shall not be altered, changed or modified from the approved plans and specifications without written authorization from the Development Authority.**
7. **The applicant has 3 years, from Monday November 8th, 2021, to construct the proposed telecommunications tower, as per the Radiocommunication Act of Canada.**