



403-230-1401 questions@rockyview.ca www.rockyview.ca

THIS IS NOT A DEVELOPMENT PERMIT

Please note that the appeal period *must* end before this permit can be issued and that any Prior to Release conditions (if listed) *must* be completed.

NOTICE OF DECISION

Taylor, James W

Page 1 of 2

Tuesday, April 16, 2024

Roll: 04724115

RE: Development Permit #PRDP20240585

Lot 3, Plan 9312198, SE-24-24-03-05; (11 HORIZON VIEW LANE)

The Development Permit application for the construction of an Accessory Building (oversized garage) has been **conditionally-approved** by the Development Officer subject to the listed conditions below **(PLEASE READ ALL CONDITIONS)**:

Description:

1. That the construction of an Accessory Building (oversized Garage) approximately 113.00 sq. m. (1,216.32 sq. ft.) in footprint, may proceed on the subject lands in general accordance with the approved application and drawings prepared by Ashlar Architecture, DWG NO.: A0 & A1, dated January 9, 2024, as amended.

Permanent:

- 2. That the accessory building shall not be used for *commercial* or *dwelling unit* purposes at any time, unless approved by a Development Permit.
- 3. That the Applicant/Owner shall be responsible for rectifying any adverse effects on adjacent lands from drainage.
- 4. That there shall be no more than 2.00 m (6.56 ft.) of excavation and 1.00 m (3.28 ft.) of fill placed adjacent to or within 15.00 m (49.21 ft.) of the proposed building under construction that is used to establish approved final grades unless a Development Permit has been issued for additional grading.
- 5. That all on-site lighting, including private, site security and parking area lighting, shall be designed to conserve energy, reduce glare, and reduce uplight, in accordance with Sections 225-227 of the County's Land Use Bylaw C-8000-2020. All lighting shall be full cut-off (shielded) and be located and arranged so that no direct rays of light are directed at any adjoining properties, that may interfere with the use and enjoyment of neighbouring lands, or interfere with the effectiveness of any traffic control devices or the vision/safety of motorists.





403-230-1401 questions@rockyview.ca www.rockyview.ca

Taylor, James W **#PRDP20240858** Page 2 of 2

- 6. That the Applicant/Owner shall take whatever means necessary to keep visible dust to prevent visible dust associated with the development from escaping the site and having adverse effects on adjacent roadways and properties.
- 7. That if the development authorized by this Development Permit is not commenced with reasonable diligence within 12 months from the date of issue, and completed within 24 months of the issue, the permit is deemed to be null and void, unless an extension to this permit shall first have been granted by the Development Authority.

Advisory:

- That a Building Permit and applicable sub-trade permits is required through the County's Building Services department, prior to any construction taking place. Compliance with the *National Energy* Code is also required.
- That the subject development shall conform to the County's *Noise Control Bylaw C-8067-2020* & *Road Use Agreement Bylaw C-8323-2022*, in perpetuity.
- That any other federal, provincial, or County permits, approvals, and/or compliances, are the sole responsibility of the Applicant/Owner.
- That the site shall remain free of restricted and noxious weeds and maintained in accordance with the Alberta Weed Control Act [Statues of Alberta, 2008 Chapter W-5.1, November 16, 2022].

If Rocky View County does not receive any appeal(s) from you or from an adjacent/nearby landowner(s) by **Tuesday**, **May 7**, **2024**, a Development Permit may be issued, unless there are specific conditions which need to be met prior to release. If an appeal is received, then a Development Permit will not be issued unless and until the decision to approve the Development Permit has been determined by the Subdivision and Development Appeal Board.

Regards,

Development Authority Phone: 403-230-1401

D. Com

Email: development@rockyview.ca