

City of Prince Albert Bylaw No. 8 of 2008

A Bylaw of The City of Prince Albert to amend Bylaw No
11 of 2003.

WHEREAS it is deemed expedient to amend the Building Bylaw, being Bylaw No. 11 of 2003 for the designation of annual fees:

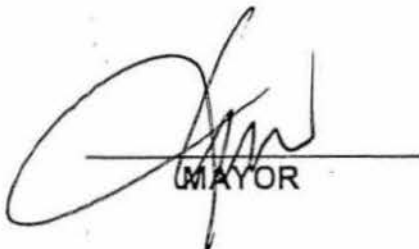
NOW THEREFORE THE COUNCIL OF THE CITY OF PRINCE ALBERT
IN OPEN MEETING ASSEMBLED ENACTS AS FOLLOWS:

1. Schedule "A" of the said bylaw is hereby deleted, and the Schedule "A" attached hereto is substituted therefore.
2. This Bylaw shall come into force and take effect on and after the final passing thereof.

INTRODUCED AND READ A FIRST TIME THIS 25 DAY OF March , A.D., 2008.

READ A SECOND TIME THIS 25 DAY OF March , A.D., 2008.

READ A THIRD TIME AND PASSED THIS 25 DAY OF March A.D. 2008.



MAYOR



CITY CLERK

APPROVED BY THE EXECUTIVE DIRECTOR, PROTECTION & EMERGENCY SERVICES,
SASKATCHEWAN CORRECTIONS & PUBLIC SAFETY, UNDER DATE OF MAY 7, 2008.

SCHEDULE "A" TO BYLAW 8 OF 2008

PERMIT FEES AND SERVICE CHARGES

1. *Every applicant for a building permit shall pay a fee of \$50.00 plus \$5.00 for every \$1,000.00 of the value of construction which exceeds \$10,000.00 in value.*
2. *The fee for inspections outside of regular working hours is \$100.00 or \$35.00 per hour whichever is greater*
3. *The fee for inspections and travel time outside the City of Prince Albert is \$100.00 and \$35.00 per hour or for each part thereof plus travel expense and sustenance at the rate established by resolution of Council from time to time for travel and sustenance for municipal employees.*
4. *The fees referred to in the above provisions shall be in addition to the fee referred to in the above provision.*
5. *Building moving permit fee shall be \$40.00. If the building is being moved from a site within the City of Prince Albert, a refundable site clean-up deposit will also be required, as per The Building Bylaw.*
6. *Building demolition permit fee shall be \$40.00 (Non Refundable) plus a refundable site clean-up deposit will also be required as per The Building Bylaw.*