

**BY-LAW NO. 2887
OF THE
COUNTY OF GRANDE PRAIRIE NO. 1**

A by-law of the County of Grande Prairie No. 1, in the Province of Alberta, for the purpose of designating the site known as the Immaculate Heart Church Bad Heart as a Municipal Historic Resource.

WHEREAS Section 26 of the Historical Resources Act, Revised Statutes of Alberta 2000, Chapter H-, as amended, permits Council to designate any Historic Resource within the County of Grande Prairie, whose preservation Council considers to be in the public interest, together with any land on which it is located as a Historical Resource upon giving 60 days notice to the owner of the Resource in accordance with the Act; and

WHEREAS the preservation of the Immaculate Heart Church Bad Heart in the County of Grande Prairie is deemed to be in the public interest; and

NOW THEREFORE, the Council of the County of Grande Prairie, duly assembled, hereby enacts as follows:

BUILDING AND LANDS DESIGNATED AS A MUNICIPAL HISTORIC RESOURCE

The Immaculate Heart Church Bad Heart located on land legally described as:

Part of the Northeast Section of 7, Township 75, Range 2, West of the 6th Meridian
Containing 4.00 Acres More or Less, Excepting Thereout All Mines and Minerals

The lands and building shall not be destroyed, disturbed, altered, restored, removed or repaired other than with the written approval of Council or a person appointed by Council.

The Director of Planning is hereby appointed and has absolute discretion to refuse to grant an approval or make the approval subject to any conditions the Director considers appropriate.

Maintenance or repairs to the facility, if applicable, with an estimated value of \$1,000.00 or less, do not require the approval of the Director of Planning.

READ A FIRST TIME THIS 10TH **DAY OF** MAY
, A.D. 2010.



REEVE



COUNTY ADMINISTRATOR

BYLAW 2887
DECLARE AN HISTORICAL RESOURCE
IMMACULATE HEART CHURCH BAD HEART

READ A SECOND AND THIRD TIME AND FINALLY PASSED THIS

10TH DAY OF MAY A.D.

2010.


REEVE


COUNTY ADMINISTRATOR