

Chair's Procedural Notes
Public Hearing for Proposed Adoption of
Bylaw 2014-28 and 2014-29 (Amendments to Municipal Development Plan Bylaw 37-2007 and
adoption of a new Acheson Area Structure Plan)

Hearing Date	December 16, 2014
Hearing Time:	9:30 a.m.
Proposed Bylaw:	2014-28 and 2014-29

1. **Chair calls the Public Hearing to Order**

2. Chair advises that this is a formal Hearing and records are being kept of the proceedings.
3. Chair states following purpose of the Hearing.

"In accordance with the Provisions of Section 692 of the Municipal Government Act, as amended, the Council of Parkland County is holding this Hearing to provide an opportunity for public input and comment on proposed Bylaws No. 2014-28 and 2014-29

4. Chair then outlines Hearing Procedures as follows:

- a) Council will first hear an overview and summary of the proposed amending Bylaws from Administration as well as any written submissions received prior to the hearing.
- b) **Council will then receive any additional written or verbal submissions from the floor.** They ask that those who wish to speak must first identify themselves and address their comments to the Chair. There will be an approximately 10-minute limit on the length of verbal submissions or presentations. Council may ask for any clarification on written or verbal submissions. Council wishes to remind everyone that this will be everyone's only opportunity to comment on this proposed Bylaw.
- c) Following the verbal presentations, Administration will respond to any questions from Council;

**Please enter
your name in
our guest
book—either
sign legibly or
print.**

5. Chair asks Council if they are satisfied with the amount of information they have received before closing the hearing, and advises that if Council wishes to obtain more information, a motion to recess the hearing may be made at this time.
6. Chair closes Hearing and states:

"Council wishes to advise that it is unable to receive any further written or verbal submissions now that the Hearing is closed."