

THE COUNTY OF VERMILION RIVER IN THE PROVINCE OF ALBERTA

BYLAW 19-##

A bylaw of the County of Vermilion River in the Province of Alberta to adopt An Intermunicipal Collaboration Framework Agreement with the Village of Paradise Valley

WHEREAS pursuant to Section 708.27 of the Municipal Government ACT R. S.A. 2000, Chapter M-26, as amended (hereinafter referred to as "the Act") provides that two or more Councils of municipalities that have common boundaries must, by passing matching bylaws that contain the framework (s. 708.33), adopt an Intermunicipal Collaboration Framework to:

- a) Provide for the integrated and strategic planning, delivery and funding of municipal services; and
- b) To steward scarce resources efficiently in providing local services; and
- c) To ensure municipalities contribute funding to services that benefit their residents.

WHEREAS the County of Vermilion River wishes to adopt an Intermunicipal Collaboration Framework with the Village of Paradise Valley;

NOW THEREFORE the Council of the County of Vermilion River, duly assembled, hereby enacts as follows:

That the Intermunicipal Collaboration Framework Agreement between the County of Vermilion River and the Village of Paradise Valley, attached as Schedule A and forming part of this Bylaw, be hereby adopted.

SHOULD any provision of this Bylaw be determined to be invalid, then such provisions shall be severed and the remaining bylaw shall be maintained.

THIS Bylaw shall come into force and effect upon receiving third and final reading and having been signed by the Reeve and Chief Administrative Officer.

Read a first time this ____ day of ____, 2019

Advertised the ____ day of ____, 2019 AND the ____ day of ____, 2019 in the ____.

PUBLIC HEARING held the ____ day of ____, 2019 at ____.

Bylaw No. 19-##

READ A SECOND TIME THIS ____ DAY OF _____, 2019.

READ A THIRD TIME AND FINALLY PASSED THIS _____ DAY OF _____, 2019.

SIGNED by the Reeve and Chief Administrative Officer this ____ day of _____, 201__.

REEVE

CHIEF ADMINISTRATIVE OFFICER