



**TOWN OF CROSSFIELD**  
**Municipal Planning Commission (MPC) &**  
**Subdivision and Development Appeal Board (SDAB)**

The Town of Crossfield is looking for one volunteer to sit as Public at Large members on the Municipal Planning Commission and two volunteers to sit as Public at Large members on the Subdivision and Development Appeal Board.

1. The **Municipal Planning Commission** shall deal with “Applications for a Development Permit” in accordance with the provisions of the Act and the Land Use Bylaw and shall exercise any other powers, duties, and functions given to it by the Land Use Bylaw and the Municipal Planning Commission Bylaw.

It is the duty and responsibility of the Municipal Planning Commission to consider “Applications for a Development Permit” and render decisions in accordance with the provisions of the Land Use Bylaw, the Municipal Government Act, and any other relevant bylaws or Provincial Legislation and Regulations.

Municipal Planning Commission meets as necessary during the day at the Town of Crossfield, Council Chambers.

2. The **Subdivision and Development Appeal Board** shall deal with subdivision and development appeals in accordance with the provisions of the Act and shall exercise any other powers, duties, and functions given to it by any other bylaws of Council.

Subdivision and Development Appeal Board meets as necessary during the evening at the Town of Crossfield, Council Chambers.

If you are interested in sitting as member on the Municipal Planning Commission (MPC) or the Subdivision and Development Appeal Board (SDAB) please visit the website at [www.crossfieldalberta.com](http://www.crossfieldalberta.com) or the Town Office for a Committee Application Form.

Applications can be mailed to:  
The Town of Crossfield, PO Box 500, Crossfield, AB T0M 0S0,

Or submitted in person to 1005 Ross Street or by emailed to [town@crossfieldalberta.com](mailto:town@crossfieldalberta.com)

If you have any questions, please contact Merel Jarvis or Lindsey Nash at 403-946-5565.