

BYLAW # 7-2013 CIVIC ADDRESSING BYLAW

A BYLAW OF THE TOWN OF ABERDEEN, IN THE PROVINCE OF SASKATCHEWAN TO PROVIDE FOR THE NUMBERING OF HOUSES AND OTHER BUILDINGS.

The council of the Town of Aberdeen in the Province of Saskatchewan enacts as follows:

- 1. This bylaw shall be referred to as the Civic Addressing Bylaw.
- 2. A numerical uniform system of numbering houses and other buildings is hereby established by the Town of Aberdeen according to and in conjunction with the Legal Description of the parcel as recorded by the Land Registry of the Information Services of Saskatchewan.
- 3. Each house or building shall bear the civic number assigned to the lot.
- 4. Numerals indicating the official number of each house or building or each front entrance shall be posted in a manner as to be visible from the street on which the property is located.
- 5. In the case of a corner lot, the number on the front entrance will apply to the street of which the narrow portion of the lot faces.
- 6. A house or building occupied by more than one family dwelling unit or business, each separate front entrance of said house or building shall bear the same number extended with a letter of the alphabet "A" and proceeding with as many as are required.
- 7. The Administrator shall be responsible for maintaining the numbering system and shall keep a record of all numbers assigned under this bylaw.
- 8. Any person who does not comply with this bylaw will be billed the total cost incurred by the Town to erect the property signage or alternately this cost will be added to the owners tax bill.

9. All existing numbers of houses and other buildings not now conforming to the provisions of this bylaw shall be changed to conform to the system therein adopted

Mayor
Administrator

SEAL

Read a first time this 23^{rd} day of $0 \cdot 13$.

Read a second time this 23^{rd} day of $0 \cdot 13$.

Read a third time and adopted this 23^{rd} day of $0 \cdot 13$.

Certified a true copy of Bylaw 7/13 passed by

Town Council on October 23, 2013

Administrator