

P.O. Box 6960, Wetaskiwin, AB T9A 2G5 Phone: (780) 352-3321 Fax: (780) 352-3486 Email: **wpermits@county10.ca** 

## **File Information Request**

APPLICANT AND REGISTERED OWNER INFORMATION							
Applicant name(s):	F	Phone:					
Email:							
Landowner name(s):		Phone:					

LAND	LAND INFORMATION- LEGAL LOCATION OF PROPERTY MUST BE PROVIDED									
1/4		Section		Township		Range		W of 🗆 4 or 🗆 5 Meri	dian	Subdivision/Hamlet
Lot		Block		Plan			Rura	l Address (Blue Sign)		
FILE	FILE SEARCH REQUEST FOR:									
	<ul> <li>Development Permits</li> <li>Compliance Certificate</li> <li>Other:</li> </ul>									
Applicant Name:				Applicant Sign	ature	:				

APPLICATION FEE						
Applicant Request (\$100/parcel)	Landowner Request (No Fees)					
Payment can be submitted through the following methods (please note, the County cannot accept e-transfers or payments over the phone):						
Cheque or Cash: Mail or drop off at the County Administration Office						
utilities and use 999957 as the account number. The C	Online Banking: Use the same method as you make County payments through your online banking. Select taxes or utilities and use 999957 as the account number. The CITY of Wetaskiwin and the COUNTY of Wetaskiwin are two separate municipalities. Ensure that the "County" is included in the payee's name.					
<b>Credit Card:</b> (*There is a service charge for all credit card:	ard payments)					

Documents to be sent by:

Email 
 Mail 
 Phone for pickup

FOR OFFICE USE ONLY	Date Received:	
Date completed:	Receipt #	
Roll #	Division:	D.O.:

The personal information collected through this form is for the sole purpose of the File Information Request Process. This collection is authorized by Section 4(c) of the Protection of Privacy Act (POPA). For questions about the collection of personal information, please contact the County of Wetaskiwin Privacy Officer at: email <u>legislativeservices@county10.ca</u>; telephone 780.352.3321; send post mail to Box 6960 Wetaskiwin AB T9A 2G5, or visit in person at 243019A Hwy.