



## URBAN BEEKEEPING PILOT PROJECT NEIGHBOUR CONSENT FORM

### Applicant's Details

I/We \_\_\_\_\_ of \_\_\_\_\_  
name of beekeeper(s) address for beehive(s)

will be applying to participate in the City of Airdrie's Urban Beekeeping Pilot Project. In order to be considered for the pilot project I am required to have written permission from all of my adjoining neighbours. I am therefore requesting that you grant your permission by signing the application below.

The Pilot Project has specific guidelines designed to minimize impact on adjacent properties and to ensure good beehive management practices are used. If approved to participate I/we will be keeping a maximum \_\_\_\_\_ honey beehives in my/our rear yard. Attached is a copy of the guidelines which I will be required to follow. You may also view the Council approved guidelines by visiting the City website at [www.airdrie.ca/urbanbees](http://www.airdrie.ca/urbanbees).

### Adjoining Neighbor Details

I/We \_\_\_\_\_ am/are the owner/leaseholder of \_\_\_\_\_  
name of neighbour address of neighbour

give my permission for my neighbour \_\_\_\_\_ to keep a maximum of  
name of beekeeper(s)

\_\_\_\_\_ honey beehives on their property.

#### Neighbour Contact Information:

Neighbour Mailing Address \_\_\_\_\_  
(if different from above)

Email: \_\_\_\_\_ Telephone: \_\_\_\_\_

Please indicate your willingness to provide feedback to City staff. Yes  No

\_\_\_\_\_  
Signature of neighbour

\_\_\_\_\_  
Date

If you have any questions or concerns regarding the pilot project you may contact the Project Coordinator Gail Gibeau at [urbanbees@airdrie.ca](mailto:urbanbees@airdrie.ca) or at 403.948.8800 ext. 8496.

*The information on this form is collected under the authority of Section 33(c) of the Freedom of Information and Protection of Privacy Act solely for the purpose of participation in the Urban Beekeeping Pilot Project. Questions about the collection of this information can be directed to the Planning & Development department at 403.948.8848.*