



# Location and History Profile

Created on 2/15/2019 12:50:16PM

## Municipality of Crowsnest Pass

Municipal Code: 0361

**Location Description**      [View Location Map](#) (*url to the pdf location map*)

Twp	Rge	Mer	Longitude	Latitude
8	4	W5	114°31'	49°36'

### Urban municipalities within the municipal boundary

(None)

### Hamlets/urban service areas within the municipal boundary

### Incorporation History

[Municipal Boundary Document Search](#) (*url to search results page of Annexation PDF's*)

<b>Status:</b>	Specialized Municipality	<b>Effective Date:</b>	January 16, 2008
<b>Authority:</b>	Order in Council 1/2008	<b>Authority Date:</b>	January 16, 2008
<b>Gazette:</b>			
<b>Comments:</b>	The Lieutenant Governor in Council changes the status of the Municipality of Crowsnest Pass from a town to a specialized municipality.		

<b>Status:</b>	Town	<b>Effective Date:</b>	January 01, 1996
<b>Authority:</b>	Order in Council 362/95	<b>Authority Date:</b>	May 03, 1995
<b>Gazette:</b>	June 15, 1995, p. 1277		
<b>Comments:</b>	Formed as a Town having the name "Municipality of Crowsnest Pass" by amalgamating The Municipality of Crowsnest Pass with Improvement District No. 6.		

<b>Status:</b>	Town	<b>Effective Date:</b>	January 01, 1979
<b>Authority:</b>	Crowsnest Pass Unification Act, Chapter C-39	<b>Authority Date:</b>	November 03, 1978
<b>Gazette:</b>	Chapter 52, page 41		
<b>Comments:</b>	Formed as a Town called the "Municipality of Crowsnest Pass". The Town of Coleman, the Town of Blairmore, the Village of Bellevue, the Village of Frank and Improvement District No. 5 amalgamated into one municipality.		

The Municipal Profiles are a compilation of statistical, financial, and other information about municipalities in the Province of Alberta . The information is based on reports submitted and data made available to Alberta Municipal Affairs as of today . The Ministry is not responsible for the accuracy of the information. Users are encouraged to verify the accuracy of the information contained in the Municipal Profiles before relying on it