

Memorandum

Builder Licensing Program
New Home Buyer Protection Office
Alberta Municipal Affairs
16th Floor, Commerce Place
10155 - 102 St. NW, Edmonton, AB T5J 4L4

From: Monte Krueger

Registrar

New Home Buyer Protection Office

Date: April 24, 2018

Subject: Builder Licence Implementation and Building Permit Applications

Good afternoon:

I would like to provide you with an update about builder licensing, as we approach the next phase of program implementation.

New licensing requirements for residential builders in Alberta came into effect on December 1, 2017, establishing that builders must possess a provincial builder licence in order to register homes and obtain building permits for new homes in Alberta. In order to ensure a smooth implementation, 1,621 active builders in Alberta were issued a temporary "provisional" licence. This was done to provide residential builders with additional time to submit their application for a full builder license. As of May 1, 2018, <u>all</u> Provisional Licences will <u>expire</u>.

One of the goals of program implementation has been to avoid disruption to builds currently in process. As such, Municipal Affairs' position is that if a builder with a provisional licence applies for a building permit prior to May 1, 2018, but that permit has not yet been granted, the permit applicant may be "grandfathered" and they will not need to demonstrate they have been issued a full licence yet for that permit application to be issued. Any building permit applications submitted after May 1, 2018 will need to demonstrate that all requirements of the New Home Buyer Protection Act have been met.

Municipal Affairs is committed to working with stakeholders to ensure that the transition for residential builders to obtain a full builder licence is as seamless as possible. If there are ways that we can support your work at the municipal level, please feel free to contact our office at 1-866-421-6929. Thank you.

Sincerely,

Monte Krueger

Registrar, New Home Buyer Protection Office