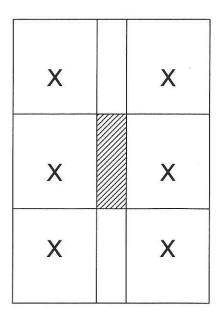
Schedule A -	Adjacent Landowner	Consent to I	License an	Undeveloped	Road Allowance
(Each adjacei	nt landowner must comp	olete a copy o	of this form)		

I/Weam (are) applying to obtain a license to Full name(s) of applicant(s)					
occupy the undeveloped road allowance situated NE 22-57-10-4 and NW 23-57-10-4					
provide legal location					
for the sole purpose of Agriculture					
Describe in detail the intended use					
Ron sean the renter intends on brushing part of					
· · · · · · · · · · · · · · · · · · ·					
the road allowance, so he can cultivate and Farm a					
portion - Q.B					
In order to undertake the above stated activity, I/We intend to make the following improvements to the undeveloped road allowance described herein:					
Detail the improvements					
To remove the tree's an form up to the The					
road allowance					

The application for a license to occupy an undeveloped road allowance requires that I obtain consent from all adjacent landowners abutting the proposed license area.

"Abutting" means any property (indicated by "X") touching the road allowance which is to be occupied, unless it is separated by another road allowance.



CONSENT:		
Having been informed of the proposed licer	nse application, I <u>Cleme</u>	Name of landowner
Owner of NE 22 57 10 W4 h	ave no objection to <u>David</u>	Thomson Name of applicant(s)
applying to license the road allowance abuabove.	itting my property for the purp	ose described
Signed Whosnald Jam Witness	Dec 3/15 Date Dec 3/15 Date	
CONSENT:		
Having been informed of the proposed licer		Name of landowner
Owner of h	ave no objection to	Name of applicant(s)
applying to license the road allowance abu above.	itting my property for the purp	ose described
Signed		
Witness	Date	
CONSENT:		
Having been informed of the proposed licer	nse application, I	Name of landowner
Owner of h.	ave no objection to	Name of applicant(s)
applying to license the road allowance abu above.	tting my property for the purp	ose described
Signed	Date	

Date

Witness