## **FENCE PERMIT**



## GRAND JUNCTION COMMUNITY DEVELOPMENT DEPARTMENT

■ THIS SECTION TO BE COMPLETED BY APPLICANT

		<b>△</b> PLOT PLAN		
PROPERTY ADDRESS 2570 FORCET HI				
TAX SCHEDULE NO 2945 - 034 - 69 - 003	_ 17	_110' -		
PROPERTY OWNER J.S. PALMER	_			
OWNER'S PHONE 263-7877	_			
OWNER'S ADDRESS SAME		han		
CONTRACTOR SELF	_ [7		à	
CONTRACTOR'S PHONE SAME	_	· <b>\</b>	T	
CONTRACTOR'S ADDRESS SAME	_			
FENCE MATERIAL SPLITRAIL CEDAZ	_ †		3	
FENCE HEIGHT 3 ′	44		<u> </u>	
THIS SECTION TO BE COMPLETED BY COMMUN	SETBACKS: Front_			
SPECIAL CONDITIONS	from o			
	Sidefro	om PL Rear	from PL	
Fences exceeding six feet in height require a separate permit from the Clot that extends past the rear of the house along the side yard or abuts of the Grand Junction Zoning and Development Code).				
The owner/applicant must correctly identify all property lines, easement property's boundaries. Covenants, conditions, restrictions, easement fence(s). The owner/applicant is responsible for compliance with cover in easements may be subject to removal at the property owner's sole as approved in this fence permit must be approved, in writing, by the Country of the control of the	its and/or rights-of-way n nants, conditions, and re nd absolute expense. Ar	nay restrict or prohibit strictions which may a ny modification of desi	the placement of pply. Fences built	
I hereby acknowledge that I have read this application and the informat codes, ordinances, laws, regulations, or restrictions which apply.	ition and plot plan are co	rrect; I agree to comp	ly with any and all	
I understand that failure to comply shall result in legal action, which may at the owner's cost.	y include but not necessa	arily be limited to remo	val of the fence(s)	
Applicant's Signature		Date <u>4-2</u>	7-01	
Community Development's Approval ///8/w Mag	1907L Date 1/27/07			
City Engineer's Approval (if required)	- Limit -	Date		
VALID FOR SIX MONTHS FROM DATE OF ISSUANCE (Section (White: Planning) (Yellow: Custom		ion Zoning & Develo (Pink: Code En		