FENCE PERMIT



GRAND JUNCTION COMMUNITY DEVELOPMENT DEPARTMENT

THIS SECTION TO BE COMPLETED BY APPLICANT

(ac)

PROPERTY ADDRESS 662 (CAPOTA	₱ PLOT PLAN
TAX SCHEDULE NO 2945 - 131 - 43 - 005	SAPOTA-
PROPERTY OWNER - Protricia cleary	1 STORE STATE
OWNER'S PHONE	3 Inen fence
OWNER'S ADDRESS 662 Kuputn	
CONTRACTOR RIM Penang	14 1
CONTRACTOR'S PHONE 256-1653	
CONTRACTOR'S ADDRESS 427 (2 Don's RD	
FENCE MATERIAL WOOD SPIT-RAIL redar	1 House
FENCE HEIGHT 36"	
Plot plan must show property lines and property dimension all setbacks from property lines, & fence height(s). NOTE: BEHIND THE SIDEWALK.	
■ # THIS SECTION TO BE COMPLETED BY COMMUNIT	Y DEVELOPMENT DEPARTMENT STAFF 🖘
ZONE PD	ETBACKS: Front \mathcal{IO}' from property line (PL) or
	from center of ROW, whichever is greater. ide from PL Rear from PL
S	idefrom PL Rearfrom PL
Fences exceeding six feet in height require a separate permit from the City. lot that extends past the rear of the house along the side yard or abuts an of the Grand Junction Zoning and Development Code).	
The owner/applicant must correctly identify all property lines, easements, property's boundaries. Covenants, conditions, restrictions, easements a fence(s). The owner/applicant is responsible for compliance with covenant in easements may be subject to removal at the property owner's sole and as approved in this fence permit must be approved, in writing, by the Com	and/or rights-of-way may restrict or prohibit the placement of ts, conditions, and restrictions which may apply. Fences built absolute expense. Any modification of design and/or material
I hereby acknowledge that I have read this application and the information codes, ordinances, laws, regulations, or restrictions which apply. I understainclude but not necessarily be limited to removal of the fence(s) at the own	and that failure to comply shall result in legal action, which may
Applicant's Signature	Date 8 - 5 - 02
Community Development's Approval <u>เป็นรูปนับ ไปในนุดา</u>	
.7	Date
city Engineer's Approval (if required)	Date