



# SIGN PERMIT

Community Development Department  
250 North 5th Street  
Grand Junction, CO 81501  
(303) 244-1430

PERMIT NO. \_\_\_\_\_  
Date Submitted 9-19-95  
FEE \$ 5.00  
Tax Schedule 2945-154-01-013  
Zone \_\_\_\_\_

BUSINESS NAME MR. PAYROLL CONTRACTOR BUD'S SIGNS  
STREET ADDRESS 333 N. 1ST ST. LICENSE NO 2950157  
PROPERTY OWNER GAY JOHNSONS, INC. ADDRESS 1055 UTE  
OWNER ADDRESS SAME TELEPHONE NO 245-7700

- 1. FLUSH WALL 2 Square Feet per Linear Foot of Building Facade
- 2. ROOF 2 Square Feet per Linear Foot of Building Facade
- 3. FREE-STANDING 2 Traffic Lanes - 0.75 Square Feet x Street Frontage  
4 or more Traffic Lanes - 1.5 Square Feet x Street Frontage
- 4. PROJECTING 0.5 Square Feet per each Linear Foot of Building Facade
- 5. OFF-PREMISE See #3 Spacing Requirements; Not > 300 Square Feet or < 15 Square Feet

Externally Illuminated       Internally Illuminated       Non-Illuminated

(1 - 5) Area of Proposed Sign 45 Square Feet  
(1,2,4) Building Facade 90 Linear Feet } GRAND AVE.  
(1 - 4) Street Frontage ~~90~~ 25 Linear Feet }  
(2,4,5) Height to Top of Sign 8 Feet Clearance to Grade 5 Feet  
(5) Distance from all Existing Off-Premise Signs within 600 Feet N/A Feet

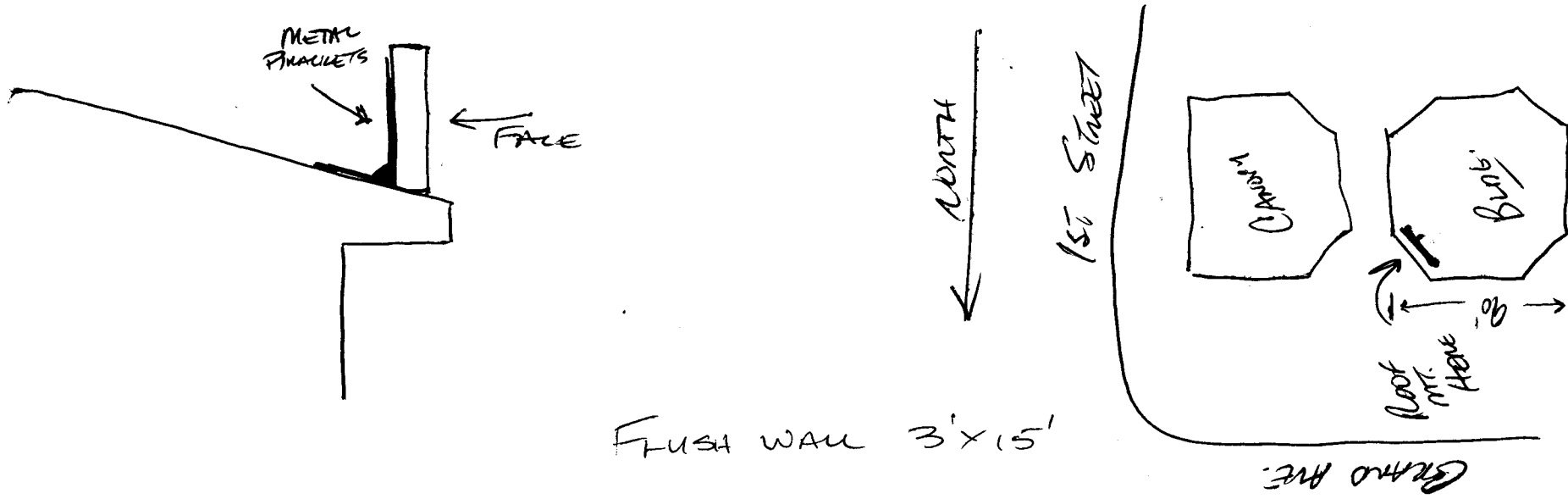
Existing Signage/Type		Sq Ft
<u>EXISTING POLE</u>	<u>120</u>	Sq Ft
<u>EXISTING FLUSH WALL</u>	<u><del>120</del> 41</u>	Sq Ft
<b>Total Existing:</b>	<u>161</u>	Sq Ft

FOR OFFICE USE ONLY:	
Signage Allowed on Parcel	
Building	<u>180</u> Sq Ft
Free-Standing	<u>375</u> Sq Ft
<b>Total Allowed:</b>	<u>375</u> Sq Ft

COMMENTS: \_\_\_\_\_

**NOTE:** No sign may exceed 300 square feet. A separate sign permit is required for each sign. Attach a sketch of proposed and existing signage including types, dimensions, lettering, abutting streets, alleys, easements, property lines, and locations. All signs require a separate permit from the Building Department.

[Signature]      9-19-95      [Signature]      9-20-95  
Applicant's Signature      Date      Approved By      Date



**MR. PAYROLL CASH**  
**ALL CHECKS**