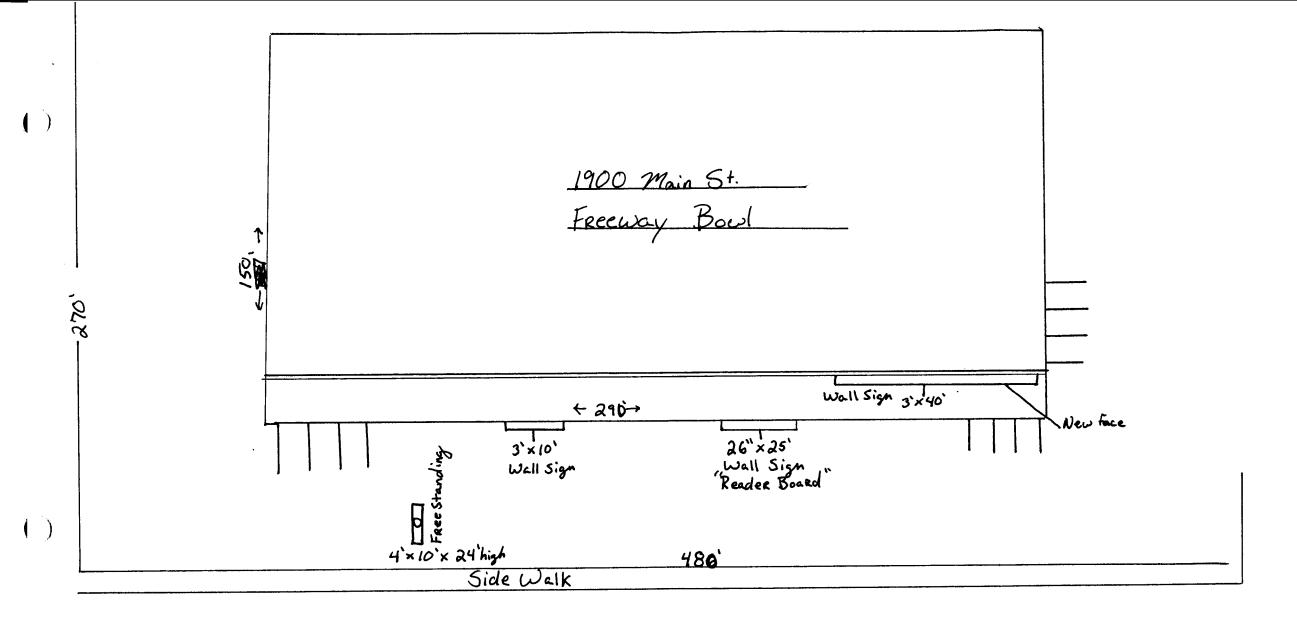


SIGN PERMIT

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

PERMIT NO		
Date Submitted _	3-29-95	
FEE \$	25.00	
Tax Schedule 2	145-134-00-1	WWW 0294
Zone C-	こ	015

BUSINESS NAME FREEWAY	Bow CONTRACT	FOR Western Neon	
STREET ADDRESS 1900 Mair		0 2940174	
PROPERTY OWNER Joe	ADDRESS_	2495 Industrict Bld.	
OWNER ADDRESS 1900 M	ala St. TELEPHON	ENO (303) 242-7843	
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		
r 1 4 PROJECTRIC	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 Illur	minated [] Non-Illuminated	
(1 - 5) Area of Proposed Sign	120' Square Feet	## ## ## ## ### ### ##################	
(1,2,4) Building Facade 290			
(1 - 4) Street Frontage 480		a to Cooks	
· · · · · · · · · · · · · · · · · · ·	Feet Clearance		
(5) Distance from all Existi	ing Off-Premise Signs within	n 600 Feet W/A Feet	
Evicting Signago/Typa		FOR OFFICE USE ONLY:	
Existing Signage/Type	1/0\		
Free-Standing	<u>40</u> Sq Ft	Signage Allowed on Parcel	
Wall Signs (3)	200' Sq Ft	Building 580 Sq Ft	
	Sq Ft	Free-Standing 360 Sq Ft	
Total Evicting			
Total Existing:	_240' Sq Ft	Total Allowed: <u>580</u> Sq Ft	
COMMENTS: Putting 16	en face in exi	sting sign (1 wall)	
Business Straddles	2 parcels - pai	riels ambined to	
Maulate Signage	inf	reels combined to	
		n permit is required for each sign. Attach tensions, lettering, abutting streets, alleys,	
		ire a separate permit from the Building	
Department.	iocations. And signs requi	ic a separate permit from the building	
<u> </u>			
- 1	92	127	
Mas Tacke	r	3-29-95	
Applicant's Signature	Date A	pproved B Date	



Main St.

FREEWAY BOWLING CENTER CAFE & LOUNCE -

40'