

DATE SUBMITTED: 4/20/92

PERMIT NO. 41529 ✓

FEE \$ 500

**PLANNING CLEARANCE**  
GRAND JUNCTION COMMUNITY DEVELOPMENT DEPARTMENT

\$

BLDG ADDRESS: 2863 1/2 Belford Av SQ. FT. OF BLDG: 480  
 SUBDIVISION: MEEKS SUBDIVISION SQ. FT. OF LOT: 9,585  
 FILING NO.  BLK NO. 2 LOT NO. 13 NO. OF FAMILY UNITS: 1  
 TAX SCHEDULE NO: 2943-181-02-011 NUMBER OF BUILDINGS ON PARCEL BEFORE THIS PLANNED CONSTRUCTION: 2  
 OWNER: DWAYNE ROBERTS USE OF EXISTING BUILDINGS: Home Storage Shed  
 ADDRESS: 2863 1/2 Belford Av DESCRIPTION OF WORK AND INTENDED USE: 2 Car Detached Garage  
 TELEPHONE: 241-2375

**SUBMITTALS REQUIRED:** Two plot plans showing parking, landscaping, setbacks to all property lines, and all streets which abut the parcel.

\*\*\*\*\*  
FOR OFFICE USE ONLY

ZONE RSF-8 FLOODPLAIN: YES \_\_\_ NO   
 SETBACKS: FRONT 20 GEOLOGIC HAZARD: YES \_\_\_ NO   
 SIDE 3 REAR 3 CENSUS TRACT: 7 TRAFFIC ZONE: 39  
 MAXIMUM HEIGHT 32 PARKING REQ'MT N/A  
 LANDSCAPING/SCREENING REQUIRED: N/A SPECIAL CONDITIONS: N/A

Modifications to this Planning Clearance must be approved, in writing, by this Department. The structure approved by this application cannot be occupied until a Certificate of Occupancy is issued by the Building Department (Section 307, Uniform Building Code).

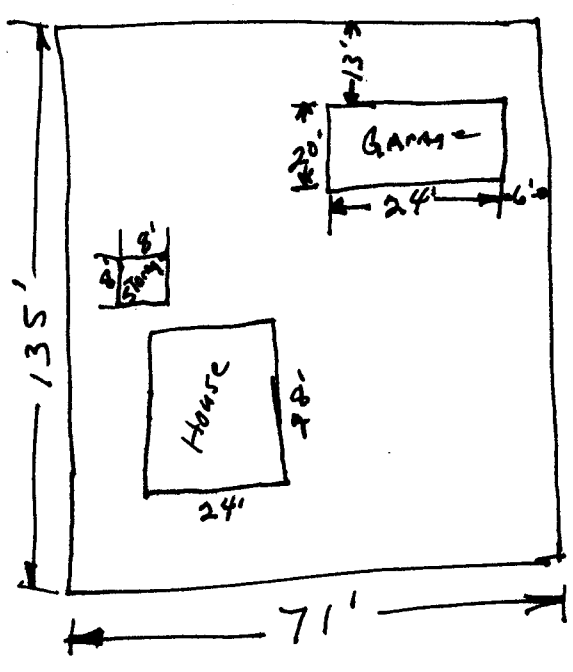
Any landscaping required by this permit shall be maintained in an acceptable and healthy condition. The replacement of any vegetation materials that die or are in an unhealthy condition shall be required.

I hereby acknowledge that I have read this application and the above is correct, and I agree to comply with the requirements above. Failure to comply shall result in legal action.

\_\_\_\_\_  
Department Approval  
\_\_\_\_\_  
Date Approved

Dwayne Roberts  
Applicant Signature  
4-20-92  
Date

Dwayne Robert  
2863 1/2 Belford AV  
City 81501



ACCEPTED 4/20/92 Kell  
ANY CHANGE OF SETBACKS MUST BE  
APPROVED BY THE CITY PLANNING  
DEPT. IT IS THE APPLICANT'S  
RESPONSIBILITY TO PROPERLY  
LOCATE AND IDENTIFY EASEMENTS  
AND PROPERTY LINES.