

DATE SUBMITTED: 1/29/93

PERMIT NO. #44674V

FEE \$ 500

PLANNING CLEARANCE

GRAND JUNCTION COMMUNITY DEVELOPMENT DEPARTMENT

BLDG ADDRESS 735 TELLER Ave

SQ. FT. OF BLDG: 12 x 24

SUBDIVISION City of Grand Junction

SQ. FT. OF LOT: _____

FILING # 1 BLK # 27 LOT # 13-15

NO. OF FAMILY UNITS: 1

TAX SCHEDULE # 2945-141-14-002 & 012

NO. OF BUILDINGS ON PARCEL BEFORE THIS PLANNED CONSTRUCTION: 2

OWNER TED Jordan Jr.

USE OF EXISTING BUILDINGS: Residential

ADDRESS 735 Teller Ave

TELEPHONE: 243-1079

DESCRIPTION OF WORK AND INTENDED USE: Adel On - accessory 1/2 dy

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

FOR OFFICE USE ONLY

ZONE RMF-32

FLOODPLAIN: YES _____ NO

SETBACKS: FRONT 20

GEOLOGIC HAZARD: YES _____ NO

SIDE 3 REAR 10

CENSUS TRACT: 2 TRAFFIC ZONE: 36

MAXIMUM HEIGHT 32

PARKING REQ'MT N/A

LANDSCAPING/SCREENING REQUIRED:

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.

[Signature]
Department Approval

[Signature]
Applicant Signature

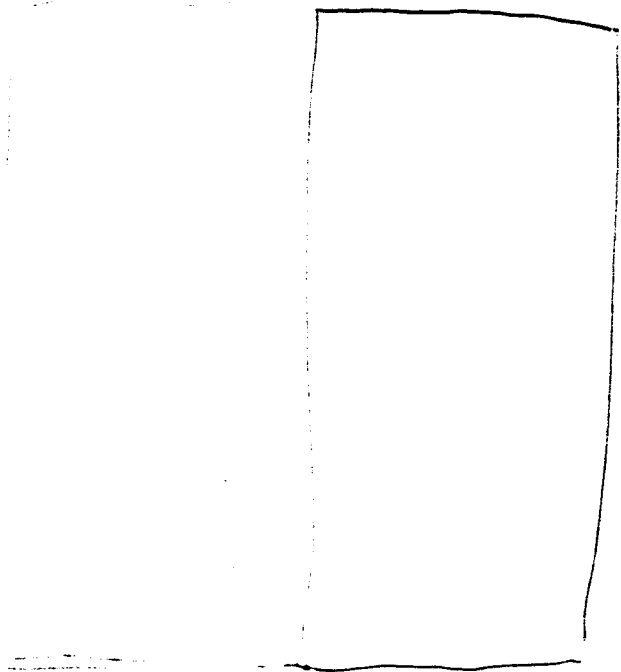
1/29/93
Date Approved

Jan, 29, 1993
Date

VALID FOR SIX MONTHS FROM DATE OF ISSUANCE (Section 9-3-2 D Grand Junction Zoning & Development Code)

← 35 →

↑ 20 ↓



ACCEPTED 1/29/93
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.

