FEE \$	1000
TCP\$	
SIF \$	292.00



BLDG PERMIT NO.

## **PLANNING CLEARANCE**

## (Single Family Residential and Accessory Structures) Community Development Department

BLDG ADDRESS 39/ Mirada Ct	TAX SCHEDULE NO. 2945-183-02-003	
SUBDIVISION Trails West	SQ. FT. OF PROPOSED BLDG(S)/ADDITION	
FILING BLK	SQ. FT. OF EXISTING BLDG(S)	
(1) OWNER David Ash	NO. OF DWELLING UNITS BEFORE:/ AFTER: THIS CONSTRUCTION	
(1) ADDRESS 3251 Castineda		
(1) TELEPHONE 970 - 434 - 4573	NO. OF BLDGS ON PARCEL BEFORE: AFTER: THIS CONSTRUCTION	
(2) APPLICANT David Ash	USE OF EXISTING BLDGS Schole Family	
(2) ADDRESS 3257 Castoneda	DESCRIPTION OF WORK AND INTENDED USE:	
(2) TELEPHONE 970-434-4573	New Home	
REQUIRED: One plot plan on 8 ½" x 11" paper, showing a property lines, ingress/egress to the property, driveway loc	all existing & proposed structure location(s), parking, setbacks to all cation & width & all easements & rights-of-way which abut the parcel.	
	OMMUNITY DEVELOPMENT DEPARTMENT STAFF 🐿	
	ONINIONITI DEVELOFINIENT DEFACTIMENT STAFF	
ZONE RSF-4	Maximum coverage of lot by structures	
SETBACKS: Front 23' from property line (PL) or from center of ROW, whichever is greater	Parking Req'mt	
Side 7 from PL Rear 30 from P	Special Conditions	
Maximum Height	_	
	CENSUS TRAFFIC ANNX#	
Modifications to this Planning Clearance must be approved, in writing, by the Community Development Department. The structure authorized by this application cannot be occupied until a final inspection has been completed and a Certificate of Occupancy has been issued, if applicable, by the Building Department (Section 305, Uniform Building Code).		
	the information is correct; I agree to comply with any and all codes, to the project. I understand that failure to comply shall result in legal to non-use of the building(s).	
Applicant Signature	Date 8/1/99	
Department Approval 4/18/ Maaon	Date 15/19/99	
Additional water and/or sewer tap fee(s) are required: Y	res. No W/O No. 12646	
Utility Accounting Phince	Date 10 19 PA	
	(Section 9-3-2C Grand Junction Zoning & Development Code)	