APPLICATION FOR CONDITIONAL USE PERMIT ACCESSORY APARTMENT

Date			
*Applicant's	Agent's		
Name	Name		
Mailing address	Mailing address		
E-mail:	E-mail:		
Phone: Home	Phone: Home		
Work	Work		
Size of Lots.facres	Current Zone		
Property Parcel Number			
Property Address			
*Must be the property owner.			

THE FOLLOWING INFORMATION SHALL BE PROVIDED

SITE PLAN AND FLOOR PLAN

Every applicant shall submit a detailed site plan and floor plan which meets the following minimum requirements:

- 1. A site plan at a minimum scale of 1"=50' on minimum paper size of 8-1/2"x 11" containing:
 - Building outline.
 - Property boundary.
 - Hard surfaced off-street parking spaces 9'x 20' (minimum three required).
 - Parking not to exceed twenty-five (25) percent of front or side property line.
 - Yard and lot dimensions.
- 2. A floor plan at a minimum scale of 1/4" = 1' on minimum paper size of 8-1/2" x 11" containing:
 - Location and size of exits.
 - Size and location of windows in sleeping areas.
 - Location of bathroom and kitchen facilities.

OTHER REQUIRED INFORMATION

- 1. A notarized letter stating the owner will occupy one of the dwelling units.
- 2. A legal description of property.
- 3. Filing fee of \$200.00, which is non-refundable, and due upon submittal of application.

GENERAL INFORMATION

- 1. Anyone purchasing the home with an existing Conditional Use Permit and who wants to continue renting the apartment shall meet all conditions imposed.
- 2. A Building Permit may be required.
- 3. New owner(s) shall contact the Utilities billing department to sign up for two (2) dwelling units.

	API	PLICANT'S AFFI	DAVIT		
State of Utah County of Cache)				
information herein c argument in my beha	property involved in to ontained and other exalf of the application largests, true and con-	thibits thoroughly herewith requeste	, to the best of my abd, and the statements	oility, present the s and information above	
Signed					
Subscribed and swor	rn to before me this	day of	, 20		
			Notary Public		
My Commission Fy	nires:	Reside	nce		