Web	er County St	ormwater	Constru	ction Activ	ity P	ermit
Application subm	ittals will be accepted by a	appointment only. (8	01) 399-8374.	2380 Washington Blv	d. Suite 24	40, Ogden, UT 84401
Date Submitted	te Submitted Fees (Office Use) Receipt Numb				No No	Permit Number (Office Use) 2013-02
Property Owner/Authorized Representative Contact Information			Project Information			
Phone 801-689-36 Email Address Malling Address of Property On	Fax OPE DUIJAL wheres // Authorized Represe	/	100000000000000000000000000000000000000	Pole B 518 NoHL uniUT	acr 1975) East
3018 North 4975 East Eden, UT			Estimated Pro	ject Length (mo)		ous Permit No. (if applicable)
Submittal Checklist			1/01			
Site Plan: The date that the Building Permit: The date parcel. Land Use Permit: The date Other: At least two (2) we Activity Permit pursuant to Failure to acquire a required	pplication on or before the feat the applicant submits the he applicant submits a site pet that the applicant submits that the applicant submit text before the developer in this Chapter. Storm Water Construction Application. It Permit.	ollowing dates: preliminary subdivisional application or amics a building permit application or any tends to perform any tends to perform any in a permit is ground is unlawful to comme	on developmen ended site plan. plication if the a plication. type of work no ands for tabling a nce work (move	t plat application. pplicant proposes to co t listed above that wou related subdivision ap e dirt) on a developmen	onstruct a ld require plication, nt site befo	building on an existing lot or a Storm Water Construction site plan application, conditional ore obtaining a required Storm
Applicant Narrative						
Please explain your request. We are re bann or	r Justin	a pers	int to	constru roperty i	et d	i pole iden, UT.
Authorization						
By signing below the Owner	/ Representative authorizes	the county to enter th	ne property to p	erform inspections.		
Owner or Authorized Represen	tative Signature	Roper	Build	ings		Date 1/3//3 Date -3-/3