Weber County Sto	ormwater C	onstru	ction Activ	ity Permit
Application submittals will be accepted by a	appointment only. (801) 399-8374. 2	380 Washington Blvd.	Suite 240, Ogden, UT 84401
Date Submitted Fees (Office Use)	Receipt Number (C	Office Use)	Priority Site (Office Use) Permit Number (Office Use)
Property Owner/Authorized Representative	e	Drainet Inf	ormation	
Contact Information		Project Information Project Name Kyle Talman Residence Project Address 3208 Filen Ut		
Name of Property Owner(s)/Authorized Representative(s)	F	Project Name	k 1 X 21	0 011
Risk Tomas			Myle 10h	ian Residence
Phone (435) 5/2 - AP26 Fax	F	Project Addres る。 った	208	ones Street
Email Address Real tolors (Acamail, Cara		E	10- UT	
Kyre to him Og na;1, Com Mailing Address of Property Owner(s)/Authorized Represe	entative(s)	-		
324 Marshall han C	ise K			
334 Marshall was Su Laylor UT 84041	I FC /C	Estimated Proj	ect Length (mo)	Previous Permit No. (if applicable)
Digital Of V	E	stimated Star		Actual Start Date
		61	12/19	
The application shall include a Storm Water Pollution The applicant shall file the application on or before the sound of the state of	following dates: e preliminary subdivision plan application or amer ts a building permit appli its a land use permit appl ntends to perform any ty Activity Permit is ground It is unlawful to commen	n development nded site plan. Ication if the a lication. pe of work not ds for tabling a ce work (move	r plat application. pplicant proposes to co t listed above that woul related subdivision appled into a developmen	nstruct a building on an existing lot or d require a Storm Water Construction olication, site plan application, conditiona t site before obtaining a required Storm
Applicant Narrative				
Please explain your request.	y Residen	ر د 9		
Authorization				
By signing below the Owner / Representative authorize	es the county to enter the	property to p	erform inspections.	
Owner or Authorized Representative Signature	1/2/	and the second of		Date 6/3/19
Signature of Approval				Date