

COPY



TOWN OF CONCORD

BUILDING & ZONING PERMIT

ZONING ADMINISTRATOR
PO BOX 317, CONCORD, VT 05824
802-695-1094 EXT 24
ZONINGADMIN@CONCLERK.COM

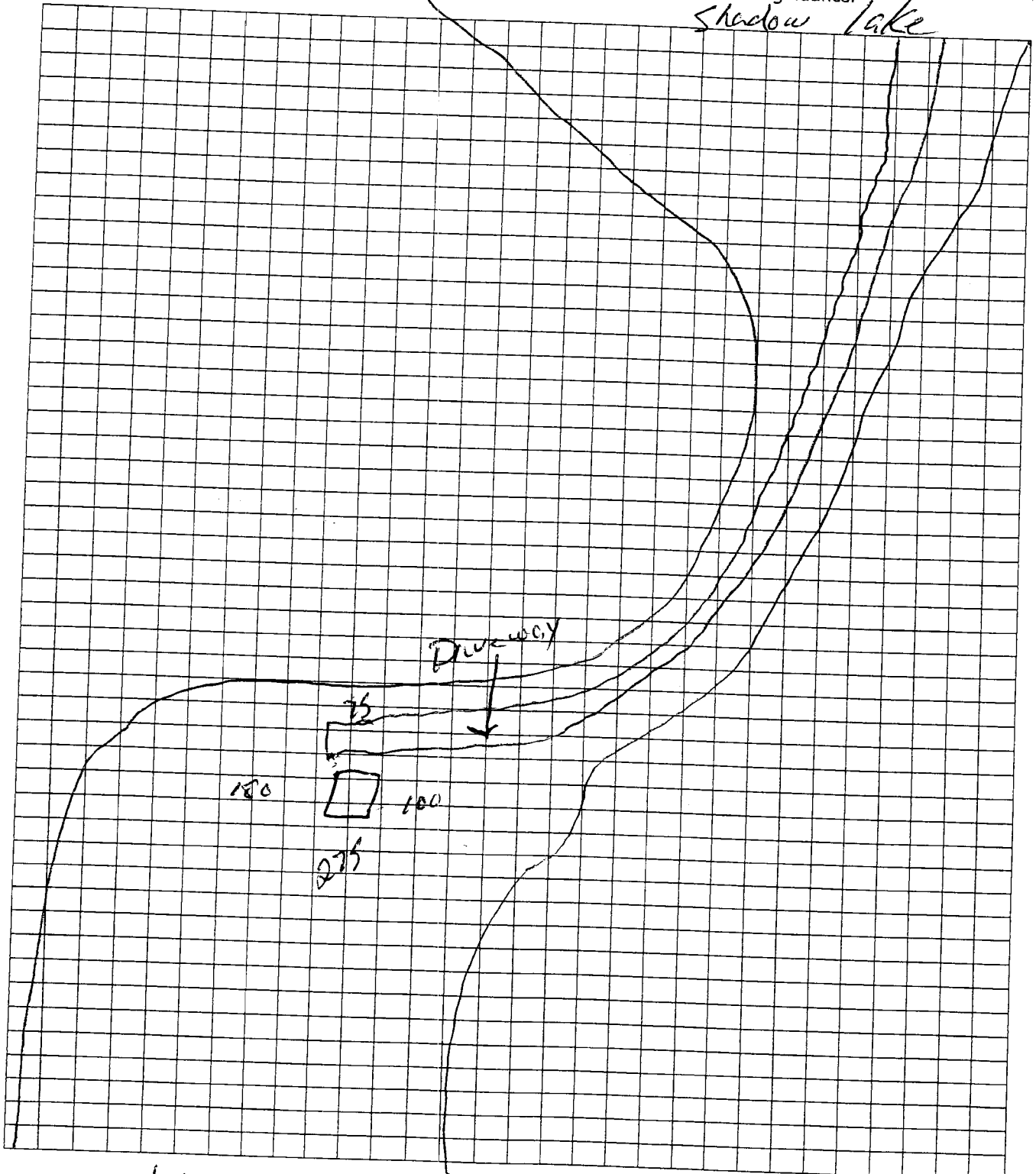
Please use this form to request a zoning permit as required in the Concord Town Zoning Bylaws available at www.concordvt.us/zoneadmin.php. It is **HIGHLY RECOMMENDED** that applicant discuss the application and requirements with the Zoning Administrator prior to submission to ensure that all necessary information is submitted and to ensure efficient and timely processing of the application.

Applicant Last Name		Swanson	First	Keith	Daytime Phone	774-353-6824
Applicant Mailing Address		86 ebenezar lane		E-mail Address	Keith Swanson 86@concord.net	
City		Brewster	State	ma	ZIP	02631
Property Owner Last Name (if different than applicant)			First		Daytime Phone	
Property Owner Mailing Address			E-mail Address		Apartment #	
City			State		ZIP	
Parcel ID #	30.4203038	Book	90	Pages(s)	181-182	
Areas of Lot in Acres	10	Length of Lot in Feet		Width of Lot in Feet		
Dimensions of Proposed Building	Width	24ft	Length	30ft	Will the Building be Occupied for Living Space	<input checked="" type="radio"/> Yes <input type="radio"/> No
Distance Between Building Lines & Lot Lines	Front	275	Side	100	Side	180
	Rear	75				
Proposed Use and/or Construction CAMP						
I/we, the undersigned, request a zoning permit for the use and/or construction stated, to be issued on the basis of the representation contained in this application and any required submission materials. I/we fully understand that any incorrect or misleading representations may result in the permit becoming void and legal action instituted by the Town of Concord. I/we further understand that the permit may contain conditions with which I will be required to comply.						
Applicant's Signature		Keith Swanson				
Owner's Signature (if different than applicant)		Keith Swanson				

SITE PLOT PLAN DRAWING

Please see Site Plot Plan instructions on prior page for completion instructions and guidance.

Shadow lake



lake