## City of Mapleton - Building Permit Application

Applicant	Description of proposed work and use
Address	
City	Project Address
Phone	Zoning of Property
Contractor	Setbacks: Front Side
City	Rear
Phone	Estimated Project Cost
	Fee Date Paidect cost \$7.50 minimum fee
Authorized by: Zoning Administrator	Date
Electric Utility	Date
Gas/Water/Sewer Utilities	Date
Zoning Permit - Approved	Denied Date
Need the following additional information	
Applicant Signature	Date

The City of Mapleton provides this form for you to describe your intent to build, and to make sure that no one has a reason to object to your construction or use of the property. This is not a permit and additional information may be required. The City of Mapleton will review your application to determine that your project meets the requirements of the City and to preserve necessary easements to give you proper service from public utilities. Owner should file a copy of this application for future use.

Please make sure that your drawing includes those items described. Clearly label your proposed construction including driveway(s) and sidewalk(s)indicating dimension and use. Assuming there are no problems, most building permits should be ready within 7 days. Incomplete information could case a delay in issuance of your permit. All permits are subject to revocation upon period inspection. Also note, sidewalks and streets are not always the property line. The City of Mapleton does not locate property lines. The owner or contractor should notify the City upon completion of construction. Thank you for your cooperation.

## Call 1-800-292-8989 For Locates Before Digging!

Please provide a detailed sketch of lot and the planned project including all measurements. Include any additional information needed on additional pages. Detached Building/Dimensions & Setbacks Property Orientation □ Front Yard Setback Property Lines □ Side Yard Setback □ Streets/Alleys/Sidewalks/Driveways Rear Yard Setback Easements ☐ City Services: Water – Sewer – Electric - Gas Principal Building Dimensions