

APPLICATION FOR BUILDING/ZONING PERMIT

Applicant: Name(s) JOHN C. BOUCHER Phone 802-326-4882
Mailing Address P.O. BX 472 MONTGOMERY CTR. Email BRENNIES43@FMAIL.COM
Physical Property Address: 72 MAIN ST. MONTGOMERY CTR.

Project: New Building Improvement/Addition Subdivision Other (explain below)

Description: METAL ROOF REPLACEMENT

New Building/Addition: Length (ft) N/A Width (ft) _____ Height (ft) _____ Total Sq. Footage _____

Setbacks: Edge of Road right-of-way (ft) N/A Rear line (ft) _____ Left line (ft) _____ Right line (ft) _____

New Subdivision: Lot # _____ Frontage _____ Depth _____ | Lot # _____ Frontage _____ Depth _____

I hereby certify that the information in this application (including attachments) is true and correct. *All owners must sign*
IMPORTANT: Attach a map or sketch to show property boundaries, easements and right of way, locations of existing and proposed structures and land alterations, water supply, sewage systems, roads, and driveways. Indicate scale and North.

Signed [Signature] 4/24/24
signature(s) date

Submit this application with a zoning fee of \$ 50.00 + \$15.00 (recording fee). Payable to Town of Montgomery.

For use by Administrative Officer Only

Decision: Denied Approved Permit # ZP-07-24
 Permit approved subject to conditions specified below and is valid (except if appealed) beginning on MAY 18 2024 and expiring on MAY 18 2025

Conditions: All land development must comply with State & Federal Regulations. All additions/renovations to dwellings, new Single Family, and new multi-family dwellings (in buildings up to 3 stories) must meet the Vermont Residential Building Energy Standards.

Signed [Signature] 5/2/2024
 Administrative Officer Date of decision

An interested person may appeal a decision by the Administrative Officer, within 15 days of the date of such decision, to the Development Review Board.

{Blank Area Below for Recording Stamp}

Date Received RECEIVED/PAID	
APR 25 2024	
TOWN OF MONTGOMERY	
Zone Class	<u>VILLAGE 1</u>
Parcel ID #	<u>N118.007X</u>
Town Bk/Pg	