



GENERAL DEVELOPMENT APPLICATION

Santa Clara City Building Department
 2603 Santa Clara Drive, Santa Clara, UT 84765
 TEL # (435) 656-4690 FAX # (435) 879-5298

For staff use only

File/Case Number: _____ Date Filed: _____
 Fee: _____ Receipt #: _____ Assigned Planner: _____

Type of Request (mark all that apply)

<input type="checkbox"/>	Site Plan Review	<input type="checkbox"/>	Subdivision
<input type="checkbox"/>	Code Amendment	<input type="checkbox"/>	Sign Review/Appeal
<input type="checkbox"/>	Annexation	<input type="checkbox"/>	Rezoning of Property
<input type="checkbox"/>	General Plan Amendment	<input type="checkbox"/>	Conditional Use Permit
<input type="checkbox"/>	Street Vacation/Closure	<input type="checkbox"/>	Other (describe below)

Please give a brief summary of the action requested:

Project Information

Name of Proposed Project: _____

Address of Proposed Project: _____

Parcel Tax I.D. Number(s) (if available): _____

Current Condition (i.e. undeveloped, current zone, etc.): _____

Proposed Development/Action (i.e., subdivision, retail bldg, new zone): _____

Applicant Information

Applicant's Name: _____

Address: _____ City, State, Zip _____

Phone #'s: Office: _____ Fax: _____ Home: _____

Signature: _____ Date: _____

Property Owner Information (if different than applicant)

Owner's Name: _____

Address: _____ City, State, Zip: _____

Phone #'s: Office: _____ Fax: _____ Home: _____

Signature: _____ Date: _____

Project Staff

Developer: _____ Phone #: _____

Engineer: _____ Phone #: _____

Planner: _____ Phone #: _____

Architect: _____ Phone #: _____

Other: _____ Phone #: _____

The Planning Commission normally meets on the 3rd Tuesday of the month. Applicants will be notified of changes in meeting and meeting times. The Planning Division will not officially accept a submittal until the conditions and necessary parts of each application procedure are completed. The Planning Commission will not review any submittal that was made less than twenty-one (21) days prior to the scheduled meeting.