APPLICATION FOR CONDITIONAL USE PERMIT DICKINSON COUNTY BOARD OF ADJUSTMENT

The Board of Adjustment is empowered to authorize Conditional Use Permits not specifically excluded from a district, after considering the following:

- 1. The most appropriate use of the land.
- 2. The conservation and stabilization of the value of property.
- 3. Adequate open space for light and air.
- 4. Concentration of population.
- 5. Congestion of public streets.
- 6. Promotion of public safety, morale, health, convenience and comfort.
- 7. General welfare of the persons residing or working in the neighborhood of such use.
- 8. Other Zoning Ordinance Standards.

NOTE: Unless otherwise stated by the Board of Adjustment, a conditional use permit is valid for only 6 months, and construction or reapplication must commence within that 6 months.

A. B.	This is a request for a Conditional Use Permit. (Fee - \$350.00) This application must be signed by the Titleholders, Contract Purchasers, Option Purchasers and other persons with similar legal interests.		
Applicant Signature		Legal Interest	Phone Number
		Address	
Applicant		Legal Interest	Phone Number
Signature		Address	
C.	Location of property:	Street Addres	s:
D.	Legal Description of Property (including district and parcel numbers):		
E.	Date property was acquir	red:	
F.	Describe specifically the nature of the Petition:		
G.	State the reason such Conditional Use Permit is necessary:		
Н.	The application shall be accompanied by a zoning certificate which shows the names and last known addresses of the owners of all property within five hundred (500) feet of the property for which the conditional use is requested.		
I.	Please include the following checked attachments:		
	Ground and/or elevation Topography and finished Architectural drawings Location of utilities Direction of any drainage Certificate of Zoning Con Property is staked and st	elevations flow appliance application	cation of proposed structure(s)

□ WECS – Article 21, Section 5. Conditional Uses, Para. D requirements