## **VARIANCE PERMIT APPLICATION**

**NOTE:** Before submitting your application please call to schedule a meeting with the Building Official Leonard Schwindt (701)-456-7815, to discuss your application.

APPLICATION FOR VARIANCE
Property Owner Name Kaymond & Vinner
Phone Number 701-220 - 7560 Email raymond. Veverhas egmoil can
Address 1420. 3.2 Quie Bicher, NS 5861
Property Owner Signature  Date  Date
(All Applications must be signed by the property owner or the application will not be processed)
Applicant Name Raymond PV under
Contact Name Roy ward
Phone Number 701-260-7560 Email raymond veverta Egymit com
Address 1920-3rd Clue & Di Denio, ND 58601
Applicant/Permittae Signature  City State Zip  City State Zip  Date
*Note: If applicant is not the owner of the premises, the owner's signature or separate written permission authorizing Applicant to sign on behalf of the owner, must be affixed to this application. The signature of the applicant and owner (or written permission of the owner) certifies that permission is granted by the owner to all authorized City personnel to enter the premises for the purpose of review of this application.
Property Information:
Property location: 1920 - 3-2 Chee E Didmin NS 58001  Lots 1-2 - Block 5 Herman Cololition   Lot 19 Block 1 Un Claration
Zoning District: RE Adjacent zoning: NRI E RI S RI W RI
Existing use:
General Description of Request:   purpose statement attached   Site Plan attached
Describe how the hardship is not shared generally by other properties in the same zoning district and in the same vicinity:
Zoning Code Sections Relevant to this Request:  20-ft Learbyard Dath Louds Looking for a 8' Variance  Have any previous applications or appeals been filed in connection with this property? \( \sqrt{No} \sqrt{Yes} \) Date:
Have any previous applications or appeals been filed in connection with this property?
Office Use Only
Proposed Request to be filled out by Building Department:
Date of BOA Meeting: Required Fee: \$150.00
Paid by: □ Cash □ Credit/Debit □ Check # Receipt #