



### SETBACK WAIVER REQUEST

On approval by the Planning Commission, lots platted prior to 1980 having approximately 5,750 square feet of lot area may request approval of reduced setbacks from one or more of the setback requirements for the zoning district. The Commission shall consider the adjoining lot uses to determine whether reduction of the setback requirements is appropriate. Upon approval of building plans, the setbacks may be not less than 5 foot side yard, 10 foot rear yard and 15 foot street side yard setback and 20 foot front yard setback. Lots owned by the same person may be combined into one building site.  
*City of Manor Code of Ordinance, Chapter 14, Article 14.02, Division I, Section 14.02.007(c)(3).*

#### Applicant Contact Information

Name: Victor Rebolgar Corbajal  
Address: 1105 timber bend dr Pilgerville Tx 78660  
Phone Number: 512-573-2281 Email: [REDACTED]

#### Property Information

Address: 401 E Carriz st Manor Tx 78653  
Lot: 10 Block: 19  
Zoning District: SF-1  
Requested Front Setback: 20'  
Requested Rear Setback: 10'  
Requested Side Setback: side #5' street side 15

[Signature]

1-3-24

Applicant Signature

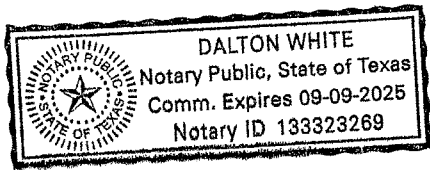
Date

Setback Waiver Request

STATE OF TEXAS §  
COUNTY OF Williamson §

BEFORE ME the undersigned authority on this day personally appeared Victor Rebolgar carbaja Owner of the Property, and acknowledged that s/he is fully authorized to execute the foregoing document and that s/he executed such document for the purposes and consideration therein expressed and in the capacity therein stated.

GIVEN UNDER MY HAND AND SEAL OF OFFICE on this the 4<sup>th</sup> day of January, 2024.



Dalton White  
Notary Public - State of Texas

PASSED AND APPROVED on this the \_\_\_\_ day of \_\_\_\_\_ 202\_\_.

THE CITY OF MANOR, TEXAS

\_\_\_\_\_  
~~Lakisha Small~~,  
Chairperson

ATTEST:

\_\_\_\_\_  
Scott Dunlop  
Development Services Director

After recording return to:  
Development Services Dept.  
City of Manor  
105 East Eggleston St.  
Manor, TX 78653