

Watershed Permit Application

Property Information	Application Fee	
Date: Tax Parcel No.:	Residential - \$40.00 Commercial/Site Plan - \$100.00	
Watershed Area		
 □ Winkler's Creek □ Howards Creek □ Norris Branch □ South Fork New River □ Flat Top Branch □ Pond Creek □ Buckeye Creek 		
☐ Critical Area		
Owner/Applicant		
Owner:		
Mailing Address:		
Telephone #: Email:		
Applicant (If not owner):		
Address:		
Telephone #: Email:		
Applicant Signature		
Type of Project (check all that apply)		
☐ Residential ☐ Commercial ☐ Multi-Family		
□New □ Remodel □Addition □Other		
Impervious Calculations		
Lot Size: Proposed Impervious Surface of (Impervious surface includes any strong covered decks, pavement)		
Office Use Only		
Allowed Density or Built Upon Area		
Proposed Density or Built Upon Area		
□ Approved □ Denied		
Watershed Administrator Date Date		

Application Submission Instructions for Commercial / Multi-family Projects

All commercial and multi-family project applications shall be accompanied by two (2) sets of site development plans demonstrating compliance with the development standards set forth in the Watershed Protection Regulations.

W	atershed Area Classification	
Maximum Built Upon Area (%) (Total amount of impervious or partially impervious cover allowed in the area.)		
Proposed Built Upon Area (%) (Total amount of impervious or partially impervious cover proposed. Include accurate calculations showing the total amount of proposed impervious areas including buildings, sidewalks, parking areas, driveways, etc.).		
The built upon area of existing development (lawfully established prior to the effective date of the watershed ordinance) is not required to be included in the impervious area calculations.		
	SITE DEVELOPMENT PLAN CHECKLIST	
	Side yard Buffer(s)	
	Rear yard Buffer	
	Public Road Frontage - Parking Buffer	
	Driveways	
	Buildings	
	Sidewalks	
	Parking	
	Streams/Stream Buffers	
	Storm Drainage Facilities	
	Erosion Control Plans	
	Open Storage Areas	
	Outdoor Equipment Areas	
	Dumpsters	