



STATE OF FLORIDA
DEPARTMENT OF HEALTH
ONSITE SEWAGE TREATMENT AND DISPOSAL
SYSTEM
APPLICATION FOR CONSTRUCTION PERMIT

CR # 10-5217

PERMIT NO. 1037153
DATE PAID: 5/25/11
FEE PAID: 378.88
RECEIPT #: 122521

APPLICATION FOR:

☒ New System ☐ Existing System ☐ Holding Tank ☐ Innovative
☐ Repair ☐ Abandonment ☐ Temporary

APPLICANT: MICHAEL & JENNIFER WOOD

AGENT: PAUL LLOYD

TELEPHONE: (941) 429-8868

MAILING ADDRESS: 2071 BRUBECK RD.

NORTH POINT FL 34287

TO BE COMPLETED BY APPLICANT OR APPLICANT'S AUTHORIZED AGENT. SYSTEMS MUST BE CONSTRUCTED BY A PERSON LICENSED PURSUANT TO 489.105(3) (m) OR 489.552, FLORIDA STATUTES. IT IS THE APPLICANT'S RESPONSIBILITY TO PROVIDE DOCUMENTATION OF THE DATE THE LOT WAS CREATED OR PLATTED (MM/DD/YY) IF REQUESTING CONSIDERATION OF STATUTORY GRANDFATHER PROVISIONS.

PROPERTY INFORMATION

LOT: N/A BLOCK: N/A SUBDIVISION: METES AND BOUNDS PLATTED: _____

PROPERTY ID #: 21-2S-17-04756-005 ZONING: AG I/M OR EQUIVALENT: ☐ NO ☐

PROPERTY SIZE: 10.060 ACRES WATER SUPPLY: ☒ PRIVATE PUBLIC ☐ ≤ 2000 GPD ☐ > 2000 GPD

IS SEWER AVAILABLE AS PER 381.0065, FS? ☐ NO ☐ DISTANCE TO SEWER: N/A FT

PROPERTY ADDRESS: [REDACTED] FROG GLENN

DIRECTIONS TO PROPERTY: 441 NORTH PAST I-10, TURN RIGHT ON FROG GLENN, 2ED GATE ON RIGHT.

BUILDING INFORMATION ☒ RESIDENTIAL ☐ COMMERCIAL

Unit No.	Type of Establishment	No. of Bedrooms	Building Area Sqft	Commercial/Institutional System Design Table 1, Chapter 64E-6, FAC
1	<u>GARAGE R.V.</u>	<u>1-0</u>	<u>256</u>	
2	<u>BAK 6/5/12</u>	<u>BAK 6/5/12</u>	<u>4,200</u>	
3				
4				

REVISED
6/5/12

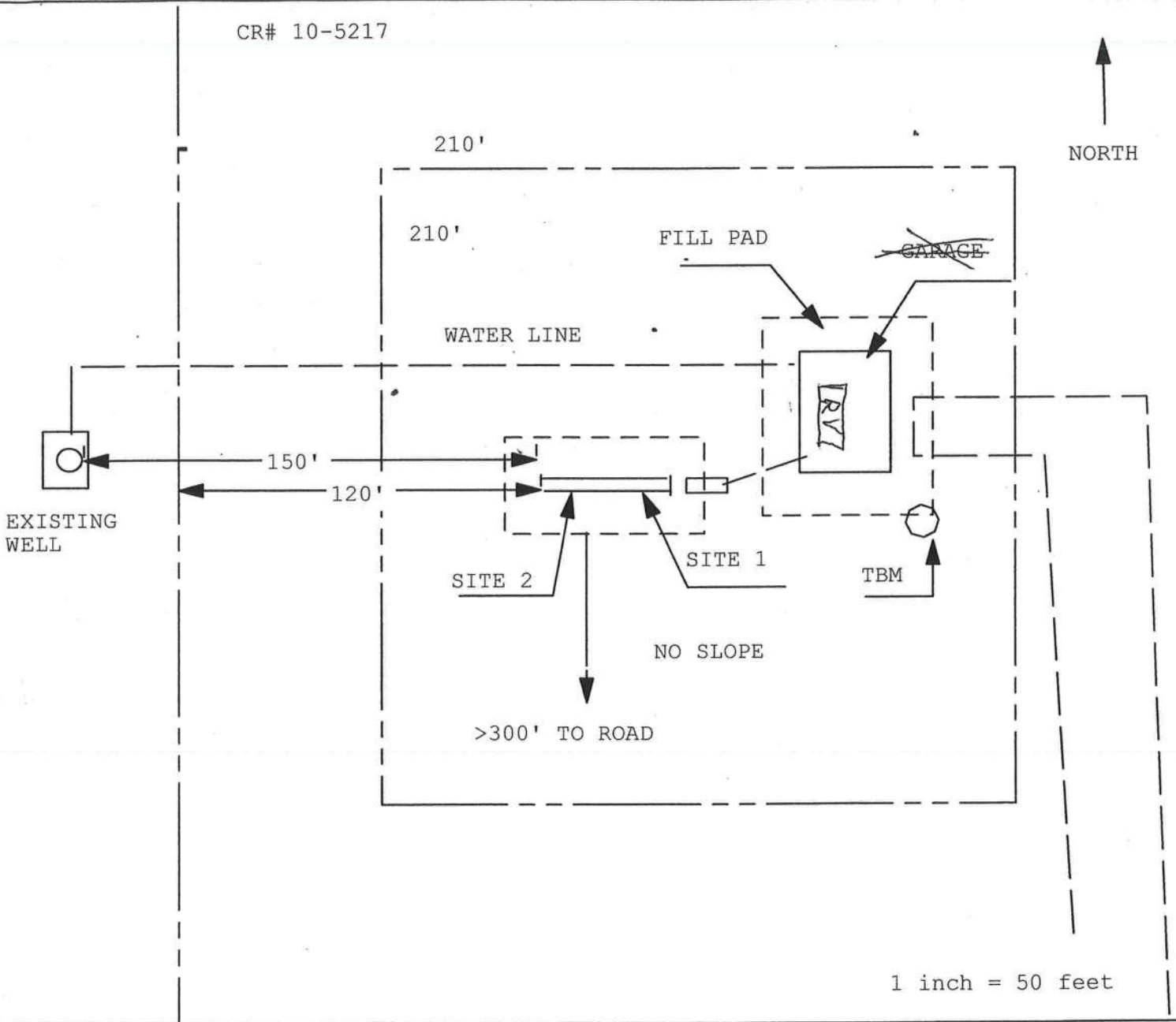
☐ Floor/Equipment Drains ☐ Other (Specify) _____

SIGNATURE: Paul Lloyd

DATE: 5-23-11

Application for Onsite Sewage Disposal System
Construction Permit. Part II Site Plan
Permit Application Number: 11-00254

ALL CHANGES MUST BE APPROVED BY THE COUNTY HEALTH UNIT



Site Plan Submitted By Bobbie Fleck Date 6-5-2012
Plan Approved Not Approved X Date 6/7/12

By [Signature] ESI Columbia CPHU

Not [Signature]

REVISED
6/5/12
changed from
garage to RV