



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

FW

CR # 10-8570

PERMIT NO. 21-1038
DATE PAID: 12/21/21
FEE PAID: 310.00
RECEIPT #: 1772010

APPLICATION FOR:

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

APPLICANT: MARCUS AND CANDACE JOHNSON

AGENT: STANLEY CRAWFORD CONSTRUCTION

TELEPHONE: (386) 752-5152

MAILING ADDRESS: 1482 SW COMMERCIAL GLENN

LAKE CITY

FL 32025

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: 38 BLOCK: N/A SUBDIVISION: SOUTHERN MEADOWS S/D PHASE 1 PLATTED: _____

PROPERTY ID #: 34-5S-16-03752-438 ZONING: AG I/M OR EQUIVALENT: ☐ NO ☐

☒ PROPERTY SIZE: 4.770 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: 290 BARON GLENN FT. WHITE

DIRECTIONS TO PROPERTY: TAKE SR 47 SOUTH PAST COLUMBIA CITY. TURN LEFT ON BARON GLENN. SITE 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>HOUSE</u>	<u>4</u>	<u>2,186</u>	
2				
3				
4				

☐ Floor/Equipment Drains ☐ Other (Specify) _____

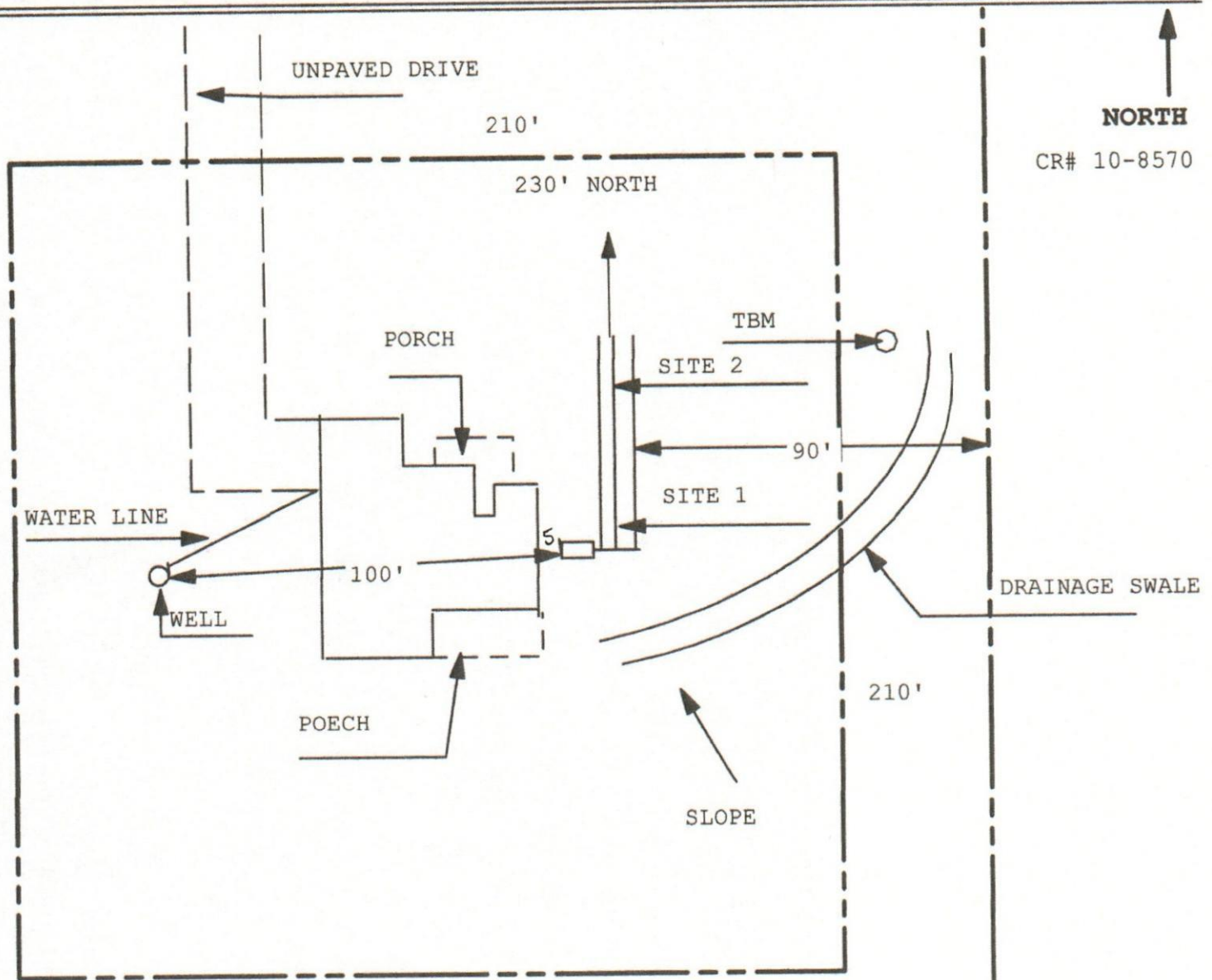
SIGNATURE: [Signature]

V-P

DATE: 12/21/21

Application for Onsite Sewage Disposal System
Construction Permit. Part II Site Plan
Permit Application Number: 21-1038

ALL CHANGES MUST BE APPROVED BY THE COUNTY HEALTH UNIT



NO WELLS WITHIN 100'

1 INCH = 40 FEET

Site Plan Submitted By Paul R. Ray Date 12/18/21
Plan Approved ☒ Not Approved ☐ Date 12/28/21
By [Signature] ES2 Columbia CPHU

Notes: _____