

## City of Lake City Approval Letter Required before Building Permit Issuance



Service Representatives:

Growth Management: growthmanagement@lcfla.com,

Utilties: PelhamS@lcfla.com, MedearisK@lcfla.com, McGhinB@lcfla.com

Date: 5/12/2023 County Application # 61171

Applicant Name: ISAIAH CULLY Phone: 386-867-0086

Email: ISAIAHCULLY4@GMAIL.COM

Site Address: 1168 SE MAGNOLIA LOOP LAKE CITY, FL 32025 Parcel: 00-00-00-13564-003 Acres: 0.23

Project Description: New Residential Construction (within City Limits)

Existing Structures on Property:

Any tree removal: Number of trees removed: Trees remaining:

**Utilities:** 

Utility Availability: Water: Available Sewer: Available Gas: Available City Letter of Availability Required: No

Utility Active: Water: Inactive Sewer: Inactive Gas: Inactive Has Impact Fee: Yes Impact Fees paid: Paid

Customer service official's name: Shasta Pelham Date Reviewed: 7/3/2023

Customer service official's notes: The Utility Department approved a Tap Application for potable water and sanitary sewer services.

Zoning:

Minimum Setback Requirements: Font: 25 Side: 10 Rear: 15

Landscape Requirements: None, except as necessary to meet other requirements set out herein.

Flood Zone: Flood Zone X B.F.E.: Finished Floor Elevation Requirement:

Site Approval Plan:

Special Exception: N/A Variance: N/A

Documents Required: N/A

Needed Before Power: No Needed Before CO: No

Zoning official clearance Robert Angelo Date Reviewed: 6/27/2023

Access:

Permit Issued: apply with city

Needed Before CO: yes before building.

Access official clearance Robert Angelo Date Reviewed: 6/27/2023

**Code Enforcement:** 

Code Enforcement Cases: None Case Notes: None

Code Enforcement clearance Robert Angelo Date Reviewed: 6/27/2023

Special Notes to be noted on permit

\*\*\*See attachment labeled Parcel# 13564-002 Granger 15' Easement- this a utility easement on the east side of the parcel, not sure if it is part of the parcel.\*\*\* Needs Waste Pro form and access permits not applied for or taps.