## Portland, Maine



## Yes. Life's good here.

Permitting and Inspections Department Michael A. Russell, MS, Director

## FAST TRACK ELIGIBLE PROJECTS SCHEDULE C

Type of Work:		
One/two family garage, addition, or dormer with stamped plans		
☐ ⊬ome occupation other than day care		
☐ Commercial sign or awning		
☐ Commercial exterior propane tank		
☐ Retaining walls higher than 4 feet with stamped plans by a		
☐ Site work only (with approved site plan or does not trigger	site plan review)	
Zone: <b>63</b>		
Shoreland zone? O Yes No City's online map portal at		
Stream protection zone? O Yes No		
Historic district? Yes No		
Flood zone (if known)? O Yes No		
1. Setbacks to project:	Proposed	Ordinance
	Project	Requirement
a. Front		among a company of the control of th
b. Rear	The second secon	
c. Left side	A forming the springers of the second of the	
d. Right side	A second section of the section of	
e. Side street		
f. Other structures (for pools only)		The state of the s
2. Lot coverage or impervious surface coverage (total after proje	ct):	
3. Landscaped open space (R-6 zone only):	And the state of t	The state of the s
	Consideration and Authorities of Authorities and Authorities a	
4. Height of structure:		
I certify that:		<b>Ipit</b> ials
• I have sufficient right, title and interest in the property.		() 1
I will schedule my inspections, and the inspector may re-	equire changes to	
my structure if it does not meet local ordinances and sta		OI
Project Address: 17 17 Quarts Sivela	Approximate the second of the	
Print Name: //// \	Date:	-1811U
stice. The following activities under this schedule may require Site Plan review	ny hy tha Diannina & I	Irhan Develonment

- Commercial structural expansions, including concrete or other impervious pads
- Residential or commercial retaining walls

Department:

• Site work located in the shoreland zone or site work, such as grading, filling or clearing which requires Site Plan Review.

For more information, please contact planning@portlandmaine.gov or (207)874-8719.