



APPLICATION FOR ACCESSORY BUILDINGS

City of Manchester, 14318 Manchester Rd, Manchester, MO 63011

Ph: 636 227 1385 Ext. 118; Fax: 636 821 8099

REQUIREMENTS:

1. Two (2) sets of a plot plan/ survey plat showing any free-standing structures or attached additions with the clearly marked distances to the side and to the rear property lines and to existing structures on the property.
2. Two (2) sets of plans and specifications showing the scope of the work.
3. Fee payment of **\$25.00**.

An accessory structure must remain at least five (5) feet from the property line. An accessory structure must also be at least ten (10) feet from other structures. If structure is over 120 sq. ft., a Municipal Zoning Approval form must be completed and five (5) sets of plans are required.

PLEASE PRINT

PROJECT ADDRESS			
PROPERTY OWNER			
PHONE		EMAIL/ FAX	

CONTRACTOR/APPLICANT NAME			
COMPANY NAME			
ADDRESS			
PHONE		EMAIL/ FAX	
PERMIT TO BE PICKED UP BY	<input type="checkbox"/> Property Owner		<input type="checkbox"/> Applicant/Contractor

DESCRIPTION OF STRUCTURE						
DIMENSIONS	LENGTH		WIDTH		HEIGHT	
UTILITIES						

The undersigned warrants either (i) the plans have been approved by an applicable Board of Trustees or subdivision governing body; or (ii) that there is no relevant subdivision Board or Trustee group for which is required. The undersigned acknowledges that failure to obtain proper subdivision approval may constitute grounds for denial or withdrawal of building permits and/or other city approval required for construction.

I hereby certify that the information contained in this application and accompanying drawings and/or plats is correct, and that I will conform to all applicable laws of the City of Manchester.

Owner/Contractor _____ Date _____

FOR OFFICE USE ONLY BELOW

City of Manchester Permit # _____

Municipal Zoning Classification: _____

Approved By: _____ Date _____
 Director, Planning and Zoning and Economic Development

Accessory Building Application Fees Fee paid on _____ Amount: _____