



Planning and Development
 414 King Street, Spruce Grove, AB
 Phone: 780-962-7582
 Fax: 780-962-1062

Business Hours
 M-F: 8:30 a.m. – 4:30 p.m.

DETACHED GARAGE APPLICATION ACKNOWLEDGEMENT

APPLICANT (THE SAME INDIVIDUAL OR ENTITY APPLYING FOR A DEVELOPMENT OR BUILDING PERMIT) – REQUIRED

Company Name:		Contact Name:	
Mailing address:		Phone no.:	Fax no.:
P.O. box:	City:	Province:	Postal Code:

Applicant e-mail address:

PROJECT LOCATION – REQUIRED

Suite:	Street Address:	Street Name:
Legal Description: Unit / Lot / Block / Plan or Quarter / Section / Township / Range / Meridian		
/	/	/

The Applicant hereby acknowledges that the lot grading permit for this property was approved based on the plot plan/lot drainage design submitted by the applicant at the time of initial Development Permit for the property, which may allow for water to drain over and across the concrete pad located at the rear of this property.

The addition of any permanent structure on top of this existing concrete pad may cause proper lot drainage to be either partially or substantially impeded. It is the sole responsibility of the applicant to ensure that any grading adjacent to the proposed structure is adjusted accordingly so that positive drainage away from the structure will be maintained to prevent water from entering into the structure at its foundation.

The permit Applicant agrees to abide to the City’s Surface Drainage Bylaw C-1045-18 and any conditions outlined in the Development permit.

Owner’s signature	Date
Owner’s name (please print)	

Mailing Address
 315 Jespersen Ave
 Spruce Grove, AB T7X 3E8

This information is being collected under the authority of section 33(c) the Freedom of Information and Protection of Privacy (FOIP) Act. It will be used to administer a lot grading permit. The personal information provided will be protected in accordance with Part 2 of the Act. If you have any questions regarding the collection, use and disclosure of personal information, please contact the FOIP Coordinator at 780-962-2611.