



**SUPPLEMENTAL APPLICATION
DESIGN REVIEW / CONDITIONAL USE PERMIT**

(Please print or type the information below)

**Planning Department
39250 Pioneer Blvd.
Sandy OR 97055
503-668-4886**

Name of Project _____

Location or Address _____

Type of Business _____

Products Manufactured _____

Hours of Operation _____

No. of Employees per Shift _____

Total Site Size _____ Total Bldg. Square Footage _____

Project Summary

USES WITHIN BUILDING (SQUARE FOOTAGE)

Offices: _____ Shop: _____ Storage: _____

Kitchen: _____ Laundry: _____ Rest Rooms: _____

Other: _____

OCCUPANCY & CONSTRUCTION TYPE

(List all occupancies by square footage)

UBC Occupancy Rating: _____

UBC Type of Construction: _____

Will fire sprinklers be installed in the building? Yes No

SITE ANALYSIS DATA		
Type	Lot Coverage (Square Feet)	Lot Coverage (Percent of Site)
Buildings		
Parking Lots and Driveways		
Private Walks & Pedestrian Ways		
Landscaping – Improved Area		
Landscaping – Natural areas		
Storm Water Detention, Retention & Bioswale Areas		
Other (describe)		
Other (describe)		

CONSTRUCTION MATERIAL DETAILS

Color & Type of Siding Materials:

Color & Type of Trim Materials:

Color & Type of Roof Materials:

Color & Type of Exterior Doors:

Color & Type of Exterior Stairs, Balconies & Railings:

Trash & Recycling Enclosure (describe type, colors, height):

Type of Lighting Fixtures (describe):

Pole: _____

Wall-Mounted: _____

Fencing (height and type):

Mailboxes (location and type):

Private Pedestrian Walkways (type of surfacing):

Recreational Amenities (describe type and location):

Other Site Elements (describe):

TYPE OF IRRIGATION SYSTEM

Describe type and brand of irrigation system to be installed. Formal irrigation plans must be submitted with construction plans.

PROPOSED SOIL AMENDMENTS

Describe soil conditions and proposed plans for soil treatment & amendments:

ADDITIONAL LANDSCAPING INFORMATION

LANDSCAPE MATERIALS

Quantity	Type – Include botanical and common names. Plants must be keyed to landscape plan.	Size	Height	Spacing