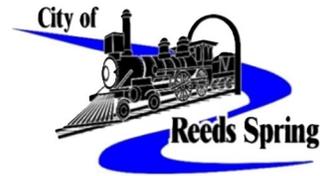


# REEDS SPRING EXCAVATION PERMIT APPLICATION



AUTHORITY: RS City Code Section 510.140. Permit Required.

**Contact City Hall for Permits that are required for any structure to be erected.**

Excavation Definition: In its simplest terms, excavation generally means work involving the removal of soil or rock from a building site or area within a site to form an open face, hole or cavity using tools, or machinery.

1. Complete Permit Application
2. Submit Application along with:
  - a. Payment
  - b. Site Plan (at least 8-1/2 x 11), can be hand-drawn, including
    - i. Parcel Number (can be found on real estate property tax statement)
    - ii. Site address
    - iii. Dimensions of Parcel, or amount of acreage, if applicable
    - iv. Location of excavation on Parcel
    - v. Area of excavation
3. Once Application has been submitted, a site visit will be made by Planning & Zoning designated personnel to determine any stormwater runoff issues, along with setback and related requirements.
4. If all questions have been satisfied, P&Z will sign approval of the Application, notify the City Clerk or other personnel designated for this purpose, and Excavation Permit will be issued.

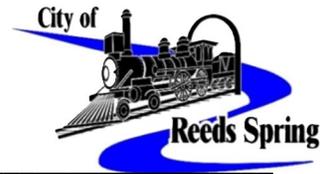
**EXCEPTIONS TO EXCAVATION PERMIT REQUIREMENT:** Any manually performed labor by pick and shovel or similar manual powered equipment, including engine-powered equipment such as a garden tiller, garden tractor, or equipment 10 horsepower or less, personally owned or rented and operated by the property owner, on private property.

A permit shall be required in all instances when a contractor or other commercial entity is hired to perform the excavation service, said contractor shall have a current Reeds Spring Business License.

**Please print clearly:**

1. Parcel #: \_\_\_\_\_
2. Site Address: \_\_\_\_\_
3. Property Owner: \_\_\_\_\_  
Owner Address: \_\_\_\_\_  
Owner Phone: \_\_\_\_\_ Owner Email: \_\_\_\_\_
4. Contractor Name: \_\_\_\_\_  
Contractor Company Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Phone: \_\_\_\_\_ Reeds Spring Business License: \_\_\_\_\_

# REEDS SPRING EXCAVATION PERMIT APPLICATION



5. Purpose of Excavation: \_\_\_\_\_  
\_\_\_\_\_
6. Number of acres or square footage to be disturbed (If over one (1) acre or 43,560 square feet a copy of
7. the Missouri Department of Natural Resources (DNR) Permit is required): \_\_\_\_\_
8. Fee Schedule:

Up to 1000 sq ft disturbed	\$50.00
1000 - 10,000 sq ft disturbed	\$100.00
<10,000 - 43,560 sq ft (1 acre) disturbed	\$250.00
<1 acre disturbed	\$500.00

Performance bond may be required as per RS City Code Section 510.160 in the case of large (<1 acre) excavation projects. All state requirements must be met, and paperwork supplied to the city, for stormwater pollution prevention, as well as any other state permits and/or requirements relevant to the project.

**EROSION CONTROL:** Before excavation may commence, all excavation will require installation of silt fences, erosion control tubular socks, and/or hay bales, or any combination of these or other erosion control products to prevent stormwater runoff and soil erosion from entering the downstream environment. These erosion control measures must remain in place until project is complete, and any openly disturbed soil is covered, seeded and strawed, or otherwise maintained to prevent erosion.

**NOTE:** Erosion control requirements may be modified, in writing, by authorized City personnel, depending on topography, surrounding land use, and size of project relative to parcel size.

**Penalty:**

Failure to acquire Excavation Permit RS City Code Title I, Article III, Section 100.020  
Up to \$500, each day a separate offense.

**By Signature below, I hereby attest that I have read and agree to the requirements set forth in the foregoing Excavation Permit Application.**

**Date:** \_\_\_\_\_

**Property Owner Signature:** \_\_\_\_\_

**Property Owner Printed Name:** \_\_\_\_\_

<b>OFFICE USE ONLY:</b>	<b>PERMIT #:</b>
P&Z Approved _____ Date: _____	_____
Permit Issues: _____, City Clerk Date: _____	