

CLASS II

DRIVEWAY PERMIT # _____

RECEIPT # _____

I.L.P. # _____

RESIDENTIAL AND AGRICULTURAL

**APPLICATION TO CONSTRUCT PRIVATE ENTRANCES,
DRIVEWAYS AND APPROACHES
[INCLUDES RELOCATION]**

Application is hereby made by the undersigned for permission to:

[Describe type of work to be done]

in Warrick County, located on County Road _____

[Insert name of road and location of work to be done; include name of subdivision, if applicable.]

If new pipe required ~ Diameter: _____ Length: MIN. OF 20 FEET _____

REGULATIONS AND REQUIREMENTS TO FOLLOW:

- 1.) Minimum size of any structure or pipe culvert installed in a county road ditch shall be 12" diameter or the equivalent opening. The correct size shall be determined by the County Engineer.
- 2.) Minimum length of any pipe culvert shall be 20 feet. If the County Engineer requires any additional length, it will be stated on the permit.
- 3.) No used or damaged pipe culvert shall be installed without the written consent of the County Engineer. Aluminum pipe culvert shall not be used.
- 4.) All surface drainage created by the installation of said entrance, driveway or approach shall be channeled into the road ditch rather than being allowed to flow onto the county road.
- 5.) Any additional requirements or deletions from the above shall be determined on the basis of each separate case presented.
- 6.) The County Highway Engineer reserves the right to refer any application to the Board of County Commissioners.

APPLICANT

ADDRESS (INCLUDE ZIP CODE)

TELEPHONE #

THE ABOVE APPLICATION IS HEREBY GRANTED AND THE PERMIT THEREIN REQUESTED IS APPROVED THIS

DAY OF _____, _____.

COUNTY HIGHWAY ENGINEER

BOARD OF COUNTY COMMISSIONERS

This application must be submitted in triplicate with attached plans illustrating the improvement in the office of the Area Plan Commission, Room 201, Court House, Boonville, Indiana and accompanied by a fee of \$10.00.

ANY QUESTIONS REGARDING THIS APPLICATION NEEDS TO BE ADDRESSED BY THE COUNTY ENGINEERING DEPARTMENT ~ 812.897.6094