

Application to Place Building Materials on Verge



Town of Cottesloe

PROPERTY DETAILS	
Address:	
<input type="checkbox"/> Block to Remain Vacant <input type="checkbox"/> New Construction <input type="checkbox"/> Additions/Alterations <input type="checkbox"/> Residential <input type="checkbox"/> Commercial <input type="checkbox"/> Demolition <input type="checkbox"/> Other _____	
APPLICANT DETAILS	
Name:	
Address:	Post Code:
Contact:	Phone: Mobile:
Email:	Building Permit:
MATERIALS	
Please tick the type of building materials to be placed on the verge	
<input type="checkbox"/> Timber <input type="checkbox"/> Limestone <input type="checkbox"/> Roof Tiles <input type="checkbox"/> Sand <input type="checkbox"/> Steel <input type="checkbox"/> Bricks <input type="checkbox"/> Storage Bin <input type="checkbox"/> Roof Sheeting <input type="checkbox"/> Real Estate Sign <input type="checkbox"/> Other _____	
*Please note that applications for shipping containers and toilets on the verge will not be approved.	

Start Date	
Finish Date	
Area Required in square metres (width x length)	
Total number of Months of hire	

Application Fee	\$110.00
\$1.00 x _____ Months x _____ sqm	\$
Total Fee Payable	\$
Receipt Number	

DECLARATION
I confirm: <input type="checkbox"/> I have attached a copy of the site plan showing the locations of the deposited materials. <input type="checkbox"/> I understand placement of materials must be carried out in accordance with the approved conditions. <input type="checkbox"/> As a verge permit holder I agree to abide by the conditions of the permit.
Signature of Permit Holder: _____ Date: _____
IMPORTANT NOTE: Costs for repair of damage to the verge and verge treatments will be deducted from your infrastructure bond payment.

PERMIT FEES: An application fee of \$110 in addition to a fee of \$1 per month per square metre of the area of the verge to be used for the deposit of building materials will apply.

Important Information

Applicants storing materials on the verge must ensure:

- Debris does not enter, leach or blow into the Town’s drainage system;
- Are to be stored in a manner that prevents sand drift;
- Must not obstruct access ways or driveways;
- Provide sufficient lighting at night to any hoardings, fencing and other barriers may be required;
- Must not obstruct or damage any manhole, inspection pit, fire hydrant, water or gas valve, electrical substation, power pole, drainage gully, water service or any other service in the verge area;
- Must not cause damage to any infrastructure owned by the Town or any other relevant authority;
- Cannot be within the 1.5m x 1.5m visual truncation area for safe vehicular access to the road;
- Must not be placed on the road or any other property or verge without approval;
- All builders rubbish must be collected in a waste facility (bulk bin);
- Street trees are to be protected by a 1.8m high cyclone mesh fence or similar at least 1m from the radius of the tree trunk;
- Once complete, the verge and surrounding areas must be cleared of all materials including sand and returned to the level before building work commenced;
- Site toilets must be placed within the property boundary only;
- Footpaths must not be obstructed and remain safe for pedestrians at all times;
- No building activity is to be carried out on the thoroughfare, including the verge;
- All works shall be carried out in accordance with the *Environmental Protection (Noise) Regulations 1997 at all times.*

Penalties

Penalties may apply should materials be found to be stored on the verge without a permit and/or not complying with permit conditions

- Infringement of \$5,000 (maximum penalty)
- Daily penalty of \$500.

NOTE: This is not your Permit. Your application will be assessed and a permit will be issued. For further information, please contact the Town’s Compliance Officer on 9285 5000.

Disclaimer: This information sheet is produced by the Town of Cottesloe in good faith and is correct at the date of publication. The Town accepts no responsibility for any ramifications or repercussions in providing this information.
