CITY OF LEBANON APPLICATION FOR VARIANCE STATEMENT OF INTENT

I		Docket #
		must be completed and filed in the City of Lebanon or to the regular meeting of the City Board of Zoning Appeals.
1. Applican	t: Name	Phone #
Address _		
2. Property	Owner: Name	Phone #
Address _		
3. Applican	ts agent, attorney or oth	er contact (if any):
Name		Phone #
Address _		
4. Subject F	Property:	
Street or	road #/ address of subject	property:
Zoning Cl	assification of Property: _	
Legal Des	scription of property (attac	h sheet)
Size of pr	operty (dimensions and /o	or acreage):
Current u	se of property:	

6. **Site Plan**: Attach a site plan drawn to scale showing the dimensions of the property, all required setbacks, and the size and location of all existing and proposed buildings and other improvements, including but not limited to those involving the requested variances...

I affirm that the information contained in the application and its supplements is true and correct.

Comprehensive Plan Designation:

5. Requested Variance (provide a detailed description of variances requested): _____

Date	Signature
	3

VARIANCE FROM DEVELOPMENT STANDARDS

PROPOSED FINDINGS OF FACT

Pursuant to state statue and the Lebanon Unified Development Ordinance, the Board of Zoning Appeals must find that each of the following conditions is satisfied in order to grant a variance from the development standards in the Ordinance. It is your burden to demonstrate that each of these factors is satisfied. In the space provided, please indicate how you believe the facts or circumstances in your case satisfy each factor.

Attach additional sheets if needed.

	The approval will not be injurious to the public health, safety, morals, and general welfare of the community.
-	
	The use and value of the area adjacent to the property included in the variance will r be affected in a substantially adverse manner.
•	
-	
	The strict application of the terms of the Unified Development Ordinance will result in practical difficulties in the use of the property.
=	