

## PLAN REVIEW APPLICATION

Medford Water Commission Attn: Engineering 200 S. Ivy Street, Room 177 Medford, OR 97501 (541) 774-2430

<u>engineeringreview@medfordwater.org</u> <u>www.medfordwater.org</u>

| Staff Use Only:   |  |
|---|--|
| Work Order #:   |  |
| Date Received:  |  |
| Date Reviewed:  ☐ Application Accepted ☐ Application Denied (see attached list of deficiencies) |  |

## Please complete the following information.

| PROJECT INFORMATION   |                                |  |
|---|--------------------------------|--|
| Project Name:   | Project Map/Tax Lot Number(s): |  |
|   |                                |  |
| Project Address/Location:   |                                |  |
| Project Description:  | If Subdivision, how many lots? |  |
| Prior City/County Development Planning Case(s):  Date of City/County Submittal:                   |                                |  |
| OWNER / DEVELOPER   | ENGINEER                       |  |
| Name:   | Name:                          |  |
| Company:  | Company:                       |  |
| Mailing Address:  | Mailing Address:               |  |
| Phone:  | Phone:                         |  |
| Email:  | Email:                         |  |
| <b>APPLICANT</b> ☐ Same as Owner / Developer ☐ Same as Engineer ☐ Other (Complete the info below) |                                |  |
| Last Name: First Name:  | Company:                       |  |
| Mailing Address:  |                                |  |
| Phone:  | Email:                         |  |

This application will be denied if not accompanied by <u>a signed</u> **Responsible Party Form** and a **Project Vicinity Map** (8.5" x 11"). Project Vicinity Map shall include North arrow and show the property location with respect to the nearest cross streets.

Submit application, signed Responsible Party Form and Vicinity Map digitally with the initial plan submittal and draft easement documents, if applicable, to <a href="mailto:EngineeringReview@MedfordWater.org">EngineeringReview@MedfordWater.org</a>.