

BUFFALO TOWNSHIP – FENCE PERMIT APPLICATION

Date Application Received: _____

1. PROPERTY INFORMATION

- ☐ Location of Property: _____
- ☐ LOT & BLOCK or Parcel Number: _____ SUBDIVISION: _____
- ☐ Municipality: _____ County: _____
- ☐ OWNER NAME: _____
- ☐ ADDRESS: _____
- CITY: _____ STATE: _____ ZIP: _____
- ☐ PHONE: (_____) _____
- E-MAIL: _____

2. FENCE PERMIT - SCOPE OF WORK

- ☐ One Family Dwelling ____ Two Family Dwelling ____ Commercial Use / Type _____
- ☐ Existing House ____ Existing Garage / Barn / Shed ____ Repairs ____ Fence ____
- ☐ TOTAL LINEAR FEET of FENCE: _____ Estimated Cost of Fence: _____
- ☐ Plan Review Required: DESIGN PROFESSIONAL: _____
- ☐ Address: _____
- ☐ CITY: _____ STATE: _____ ZIP: _____
- PHONE: (_____) _____ FAX: (_____) _____
- ☐ E-MAIL: _____

3. CONTRACTOR

- ☐ CONTRACTOR NAME: _____ REG # _____
- ☐ DBA: _____
- ☐ ADDRESS: _____
- ☐ CITY: _____ STATE: _____ ZIP: _____
- ☐ PHONE: (_____) _____ FAX: (_____) _____
- ☐ E-MAIL: _____

The applicant is responsible for obtaining any required highway occupancy permits from the PA Dept. of

☐ Transportation as required under Section 402 of the state Highway Law (36P.S. & 670-420). I hereby certify that the above information is true and correct. I hereby agree that all applicable provisions of the Municipality's codes shall be complied with, as well as the requirements of the Municipal Sewer and Water Authority whether specified or not.

☐ I hereby certify that the above information is true and correct.

☐ APPLICANT / AGENT SIGNATURE: _____

PRINT NAME: _____ DATE: _____

******* FOR DEPARTMENT USE ONLY *******

FENCE PERMIT APPLICATION: ☐ Approved ☐ Denied

BY: _____

DATE: _____ PERMIT NO. _____

Reason(s) for Denial: _____

FENCE PERMIT FEE: \$ 75 . 00

ADDITIONAL FEE: \$.

TOTAL PERMIT FEE: \$.

Required Additional Documents:

1. Provide a Site / Plot Plan showing the layout of the fence as it relates to the property and the house.
2. Provide drawings showing design, construction, length and height of proposed fencing.