



CITY OF CHASKA★ FENCE PERMIT APPLICATION



Site Address: _____

Permit No.: _____

Installer: _____

Date: _____

Installer's Address

Installer's Phone

City State Zip

Signed: _____

REQUIRED SUBMITTAL DOCUMENTS:

Site plan showing fence location

Description of fence

ZONING:

All 'R' (Residential) Classifications: Sec. 9.20.3

Rear Boundary Fence: Shall not exceed six (6) feet in height within the limits of the rear yard, except where rear yard access from the principal building is achieved from an entrance/exit to a side yard. In such instances, a six (6) foot boundary fence is permitted in the side yard to a distance not greater than three (3) feet beyond the entrance/exit in the direction of the front yard. [Sec. 9.20.3.2 (b)]

Decorative Fence: Shall not exceed four (4) feet in height within the limits of the front and side yards. Shall have an opacity of no greater than 50 percent. (This is the only type of fence allowed within the limits of the front and side yards.) A decorative fence erected on a corner lot shall be subject to additional traffic visibility requirements in Sec. 9.20.3.3.

Privacy Fence: Shall not exceed eight (8) feet in height. Located only within the **buildable** area of the rear yard. (Shall meet rear and side yard setbacks.) [Sec. 9.20.3.4]

Commercial, Industrial, and Public: See City Planner and Sec. 9.20.4.

General Information:

- The side of the fence considered to be the face shall face abutting property. The face shall be defined as the finished side of the fence rather than the side with structural supports. [Sec. 9.20.2 (a)]
- There is a 10 feet fence setback from all public trails.

It is the homeowner's responsibility to locate property corners to show that the fence is located on their property.

For City of Chaska Use Only

Fee: \$10.00

Approved for Issuance by:

Paid by: Check **Accepted by:** _____

Initials

Cash **Dated:** _____

Date

CITY OF CHASKA ONE CITY HALL PLAZA CHASKA, MN 55318
ph: (952) 448-9200 fax: (952) 448-9300 website: www.chaskamn.com