Bryan County Board of Commissioners





TRANSPORTATION IMPACT FEE SUBMITTAL SHEET NON-RESIDENTIAL

This form shall be completed and submitted with all applications for non-residential building permits for projects located within the South Bryan County Transportation Impact Fee District, as identified in the Comprehensive Plan Capital Improvement Element for Transportation Mobility.

1.	Applicant Name:				
2.	Applicant Contact Information:				
	Phone Number:				
	Email:				
	Address:				
3.	Project location:address).	(address or Tax Ma	ap number, if no		
4.	Proposed use or existing expansion project: _				
5.	codes.	ase category. If multiple uses, identify all app	licable land use		
6.	Total square footage for building permit. If building will have multiple tenants/uses, identify square footage for each use				
7.	Is the proposed project a shell building or a building that will have tenant finishes?				
Δ 20	plicant Cianatura	 Date			
-	plicant Signature				
	the attached Schedule does not include a land use category		, ,		

new land use category with appropriate impact fee valuation or assign the closest existing land use category.

Pursuant to Section 12 "Administrative Appeals" of Ordinance 2019-1, decisions to impose impact fees and/or the amount of the impact fee are appealable to the Impact Fee Administrator. Appeals must be filed within 15 days of the date of the decision with the County Administration for Bryan County. All appeals must be in writing and comply with Section 12.2 "Appeals Process" of Bryan County Ordinance 2019-1. Appeals may be mailed or hand delivered to the County Offices noted below.

If you have question	ns, contact the Community Devo	elopment Depart	ment at one of our office locat	ions.			
	51 North Courthouse Street PO Box 1071 Pembroke, GA 31321 Phone: 912-653-3893 Fax: 912-653-3864	66 Capt. Matthew Freeman Drive, Suite 201 Richmond Hill, GA 31324 Phone: 912-756-3177 Fax: 912-756-7951					
FOR OFFICE USE ONLY							
Land Use Category: _		otage by:					
Date Received:	Keceived	vy	Permit #:				