



Application to Modify the Nature Strip

Prior to completing this form, please ensure you have read the Baw Baw Shire Council Nature Strips Guidelines

Section 1: APPLICANT DETAILS

Contact Name:						
Trading name (if applicable)						
Postal address:						
	Town:			Postcode:		
Telephone No.	(H)		(W)		(M)	
Email address:						

Section 2: PROPERTY OWNER DETAILS (if not applicant)

If you are not the property owner, you must attach a letter of approval from the owner of the property.

Name:						
Postal address:						
	Town:			Postcode:		
Telephone No.	(H)		(W)		(M)	
Email address:						

Section 3: DETAILS OF PROPOSED WORKS

Street address of works to be conducted:					
	Town:			Postcode:	
Description of Works:					

Section 4: PROPOSED NATURE STRIP PLANTING

Please tick

My basic plan of my proposed nature strip modifications is attached	YES	NO
I confirm that I have contacted dial-before-you-dig (Ph. 03 9259 0100) and identified the location of all underground services, and the report is attached	YES	NO
I have read, and agree to abide by Baw Baw Shire Council's Urban Nature Strip Guidelines	YES	NO

APPLICATION CONDITIONS:

1. Works must not commence prior to a permit being received by the applicant
2. The party responsible for undertaking the nominated works shall carry and present the permit upon request from an authorised officer of Council.
3. If damage is sustained to Council assets during construction, I, as the applicant and permit holder or the agent of the permit holder, agree to reinstate the damaged assets to the required Council standards.

DECLARATION BY APPLICANT

I, the applicant, being the responsible person hereby apply to the Baw Baw Shire Council for a Permit to modify a nature strip under the 2021 Urban Nature Strip Guidelines and agree to:

- Indemnify Council, its servants and agents against any loss, damage, expenses, claims, demands, actions and causes whatsoever sustained by any person or body for injury, loss or damage arising in any manner from works carried out under the permit (if approved)
- Carry out the work in accordance with the conditions that will be provided in a permit (if granted) and understand that these are legally binding conditions.
- Pay, upon request, any increased costs incurred by the Council for completing and/or making safe any faulty or unattended reinstatement works or for any additional inspection of the works that may be necessary
- Complete all works to the satisfaction of the Responsible Authority

I declare that I am the applicant and that all the information in this application is true and correct; and the owner (if not myself) has been notified of this permit application and has given permission to apply for and carry out works associated with this permit application.

Signed:	Date:
Name:	Permit Charges: \$189.60

TECHNICAL SERVICES – PAYMENT

	Fee Type	Amount
<input type="checkbox"/>	Permit Fee to modify a nature strip	\$189.60 An invoice will be issued to you, and payment is required before a permit will be sent.

PLEASE FORWARD THIS APPLICATION TO

E-mail:	works@bawbawshire.vic.gov.au
Mail:	Civil Asset Planning Baw Baw Shire Council PO Box 304 Warragul VIC 3820
Phone:	(03) 5624 2411
In Person:	Customer Service Centre: 33 Young Street, Drouin

OFFICE USE ONLY

Fee	Date received	Received by	Permit number
Permit Fee - \$189.60			

IMPORTANT INFORMATION

Your application will be assessed and processed within 10-15 business days of receipt. If you have any questions, or require assistance completing this form, please contact Civil Asset Planning on 5624 2411.

PRIVACY STATEMENT

The personal information requested on this form is being collected to enable Council to consider the permit application. Council will use this information for this purpose, or one closely related, and may disclose this information by law in accordance with the *Privacy and Data Protection Act 2014*. The applicant may apply to Council for access and/or amendment of the information by contacting Council's freedom of information/privacy officer on 5424 2411.

Site Plan / Proposal

