<u>TOWN OF DAYTON APPLICATION:</u> TO INSTALL A NEW DRIVEWAY ACCESS, OR TO MODIFY AN EXISTING DRIVEWAY, OR TO INSTALL A CULVERT ON A TOWN ROAD OR RIGHT OF WAY.

The applicant may be responsible for installing a culvert to Town of Dayton specifications and for grading the ditch line so storm water will not flow on to road surface. Concrete driveways not permitted in the road right of way. Please contact town chairman if you wish to purchase a culvert from the Town of Dayton.

Per Chapter 86.07(2), Wisconsin Statutes, "No person shall make any excavation or fill or install any culvert or make any other alteration in any highway . . . without a permit therefor from the highway authority maintaining the highway."

The undersigned requests a permit for the purpose of:

Location:	
Road	miles north south east west from
highway/street	in Section Noin the Town of Dayton
Width of DRIVEWAY (not culvert) requested:_	
Property Tax Number:	OR
Fire number or address of proposed access:	
Date proposed work will be started:	
Before the Town of Dayton takes any	action on this application, the Town's representative wil
make a field inspection of the proposed acce	ss location. Please stake out the requested access
location.	
Permits must be issued in the name of	f the property owner. Complete the application and
return it with the required \$50.00 application	fee to: Town of Dayton; N1755 Patrick Ln.; Waupaca,
WI 54981; town hall phone (715-258-0930).	
Name of owner(s) please print	Name of applicant/agent
Signature of owner(s)	Signature of applicant/agent
Address (including zip code)	Address
Phone number	
Email address	

TO BE COMPLETED BY THE TOWN OF DAYTON

Date site inspected:	Ву:
Type of driveway requested (ie., new, addition	onal, change in use, etc.):
Existing culvert size, length and condition:	
endwalls:	all be 20 feet. Culverts shall be driveway width plus 4 feet plus
Existing site conditions/comments:	
Vision of approaching traffic:	
feet (north – south – east – we	est)
feet (north – south – east – we	est)

Sketch: