## **ZONING PERMIT – COMMERCIAL**

Receiving a business license does not guarantee that you will be allowed to do your desired business in your chosen location. Building and Zoning laws can restrict types of businesses in specific areas. City of Davis Community Development Staff will review this information to determine if your chosen business is compatible with the zoning of your desired location. You are responsible for ensuring that your business complies with all applicable building and accessibility codes. Please see the Building Division in the Community Development Department for additional information. You are not permitted to begin business activity without approval of the City of Davis Community Development Department.

## Please type or print the following information:

Business Address:
Business Name:
Description of Business:
Applicant: Phone:
Applicant's Home Address:
Will your business have a sign? Y / N Size of proposed sign
Will the business sell alcohol? Y / N Has ABC approval been granted?
Will the business involve cannabis, any product(s) of cannabis, or anything associated with cannabis? $Y / N$
Number of employees on premises during business hours: Number of customers on premises at any one time:
Will any chemicals be stored on the premises? $Y/N$ If yes, list the chemical and their quantity
1) 2) 3)
4):6)
Is there off-street parking for customers or employees?: Y / N Location:
Number If yes, what is the number of parking spaces for customers?Number of accessible spaces:
Will you have any commercial vehicles?: Y / N
If yes, what are the number and types of vehicles that will be used, and where they will be parked
Former use of premises, if known:
Other uses of property:
Approximate square footage of building or business space: Sq. ft
Applicant's Signature: Date:
Office use only below this line
Business is not approved because:
Business approved but needs: CUP Sign Approval Refer to Building ABC
Application approved/not approved: Date Date City of Davis Community Development Department