



# Circle D Civic Association

111 N. Hasler Blvd, Rm 214, Bastrop, TX 78602-3984 • PO Box 852, Bastrop, TX 78602-0852  
512.321.5272 • contactus@circledbastroptx.org • www.circledbastroptx.org

## Improvement Application

### Application to be completed by the Property Owner

Property Legal Description: Section \_\_\_\_\_ Lot # \_\_\_\_\_ Lot Size (acres) \_\_\_\_\_

Property 911 Address: \_\_\_\_\_

Owner: Name \_\_\_\_\_

Phone \_\_\_\_\_

Address \_\_\_\_\_

Email \_\_\_\_\_

Builder: Name \_\_\_\_\_

Phone \_\_\_\_\_

Address \_\_\_\_\_

Email \_\_\_\_\_

Estimated Start Date: \_\_\_\_\_ Estimated Completion Date: \_\_\_\_\_

Check all that apply and provide written description in the space below:

- Workshop\* \_\_\_\_\_ sq. ft     Garage\* \_\_\_\_\_ sq. ft     Porch\* \_\_\_\_\_ sq. ft     Barn\* \_\_\_\_\_ sq. ft
- Shed\* \_\_\_\_\_ sq. ft     Deck/Patio\* \_\_\_\_\_ sq. ft     Pool\*\* \_\_\_\_\_ sq. ft
- Fence(type) \_\_\_\_\_

- \*Each Lot is required to have a single-family residential dwelling as specified and required in the Circle D Civic Association "Deed Restrictions" under "Building and Construction Restrictions" prior to the addition of any other building, structure, or appurtenance, including a Workshop, Garage, Porch, Barn, Shed, Deck, Pool or Patio.
- \*Please be aware that an addition of any of the above structures or appurtenances cannot be added closer to a lot line than the required setbacks specified in each individual section(s). Please see the Circle D Civic Association website for required Circle D Section individual setback requirements.
- An Improvement Application must include a plot plan with the location of the proposed building, structure or appurtenance included showing the location of the improvement.

Other Permanent Structure (identify) \_\_\_\_\_

Description (include design size, material, color): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_  
Owner's Name (Printed)

\_\_\_\_\_  
Owner's Signature

\_\_\_\_\_  
Date

Expiration of Permit: 6 months from date of issuance.