

**PINAL COUNTY PLANNING AND DEVELOPMENT**  
**Requirements for Zoning Clearance and Mobile Home Permit**

Applications without the below information **will not be accepted.**

**Applicant provides:**

1. Paperwork must be legible and filled out in pen
2. Three plot plans, to scale, with property dimensions and location map, must include setback footage from the front, sides and rear of the proposed improvement to the property line (The setback should be measured from either the **property** line or future road right-of-way, whichever is more restrictive), location of any washes on the property. North arrow and driveway must be clearly indicated.
3. House dimensions
4. Show all easements and Right of Way
5. Show all existing and proposed structures on the property
6. Location of septic
7. Must have an assigned Parcel Number
8. Proof of ownership from a recorded deed or signed authorization form from current owner
9. Name of owner, mailing address and telephone number
10. Name of tenant, mailing address, and telephone number (if applicable).
11. If part of a split, Minor Land Division number required
12. Furnish the name of the utility providers (electric, water, gas, sewer, or septic permit number).
13. If property is located with in a hazardous flood zone (A or AO), an elevation certificate and the manufacturer's specifications for tie downs are required

**Mobile Home Permit/Park Model Permit:**

In addition to the above information, a Mobile Home/Park Model Installation requires:

1. Unit information, Manufacturer, serial number, size, year and date the unit entered the state.
2. Dealership information, name, address, and telephone number;
3. Accessory structures require plans to be submitted with the application

**Application Fees:**

Manufactured/Park Model Permits	<b>\$150.00</b>
Use/Zoning/Addressing	<b>\$ 50.00</b>
Development (Improvements in hazardous flood zone)	<b>\$100.00</b>

**Cash, Check or Money Order Only**

**PERMITS TAKE TEN TO FOURTEEN WORKING DAYS TO PROCESS ONCE WE HAVE RECEIVED ALL INFORMATION**