



**City of Parkland
Planning and Zoning Department**

6600 University Drive
Parkland, FL 33067

Phone (954) 753-5040
Fax (954) 341-5161

STAFF USE ONLY	
Intake Date: _____	By _____
Fee Paid: _____	Receipt # _____
Case #: _____	
<input type="checkbox"/> Administrative review only (sec.22-204H.)	
<input type="checkbox"/> Commission review only (sec. 22-199 J.2)	
<input type="checkbox"/> Full review process (sec. 22-199 J.1)	

ANTI-MONOTONY APPLICATION

INSTRUCTIONS TO APPLICANTS:

1. Please complete all information on the application and provide attachments.
2. Please provide a location map showing subject property, adjacent lots and surrounding lots. The location map must show at least two (2) lots on either side of subject property and three (3) lots directly across from subject property.
3. Please provide the following information for ALL adjacent properties and surrounding properties building elevation, body paint color, trim paint color, roof color, and roof style. Map required must show listed information. (photographs of surrounding homes). Identify vacant lots, if applicable.
4. Please provide paint chips or samples and material specifications as applicable for proposed changes to residence.
5. Please provide the following information for existing condition and adjacent properties.

I. PROPERTY OWNER/APPLICANT INFORMATION

Property Owner(s) of Record: Hovsite III at Parkland LLC

Address: 3601 Quantum Blvd City: Boynton Beach ST: FL ZIP: 33426

Phone: 561-364-3316 E-Mail Address: kwirth@khov.com

Applicant (if other than owner): N/A

Address: _____ City: _____ ST: _____ ZIP: _____

Phone: _____ E-Mail Address: _____

II. PROPERTY LOCATION & INFORMATION

A. Folio Number: [][]-[][]-[][]-[][]-[][]-[][]-[][]-[][]-[][]-[][]

B. Community: Four Seasons @ Parkland Royale

C. Subdivision: Four Seasons @ Parkland Royale

D. Property Address: 12010 Bastille Circle South

E. Property Lot/Block: Lot 424

F. Model/Elevation: VERNA - ELEVATION C - GARAGE RIGHT

G. House Color/Trim: C4 H. Roof Color/Style: MALIBU FLORIDA BLEND