

PRELODGEMENT FOR DEVELOPMENT APPLICATION

DEVELOPMENT ADVISORY PANEL MEETING

Use this form if you want to meet with Council to review your development proposal before you formally lodge a development application (DA). This can help identify issues up front and avoid unnecessary delays for you during the DA process.

APPLICANT DETAILS

First name Surname/Company name

Postal address
Street number Street name

Suburb Post code

Contact phone number Email address

Signature/s Date

You can find the DP/SP number on your title deeds or rates notice.

PROPERTY DETAILS

Lot number DP/SP number

Street number Street name

Suburb Post code

PROPOSAL DETAILS

Use this section to detail any key discussion points and specific matters that you would like addressed in the meeting.

MATTERS FOR DISCUSSION

This information helps Council determine what level of detail to provide at the meeting.

Do you intend to use Council as your Principal Certifying Authority (PCA)? Yes No

.....
See Council's adopted fees and charges at penrith.city
All fees subject to change
.....

PAYMENT

On application, you will be issued with an invoice. Payment options are available on the invoice and include BPAY and online credit card payment. Payment can also be made in person at Council's Civic Centre.

PAYER DETAILS

Same details as applicant

First name/Company Name

Surname

Unit/House number Street name

Suburb

Post code

Pre-Lodgement Panel Meeting

Review of Revised Proposal

LODGEMENT

Please email the application form, plans and/or supporting documentation to planning.admin@penrith.city

Please Note: Council staff will be in contact with potential meeting dates when all necessary documents have been provided. Plans must be received in order to book a meeting time.

OFFICE USE ONLY

Receipt number

Receipt date

Application number

CONTACT US

Penrith City Council
601 High Street
PENRITH NSW 2750

PO Box 60
601 High Street
PENRITH NSW 2751

PHONE: (02) 4732 7991

FAX: (02) 4732 7958

EMAIL: council@penrith.city

WEB: penrith.city