

## DETAILS OF APPLICANT

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

Postal Address: \_\_\_\_\_

Signature of applicant: \_\_\_\_\_ Phone No: \_\_\_\_\_

## PROPERTY DESCRIPTION (land to which the application relates)

Street No: \_\_\_\_\_ Street Name: \_\_\_\_\_

Suburb / Town: \_\_\_\_\_

Lot No: \_\_\_\_\_ Section: \_\_\_\_\_ DP / SP No: \_\_\_\_\_

## OWNERS CONSENT ( ALL OWNERS MUST COMPLETE )

Owners Name: \_\_\_\_\_ Owners Signature: \_\_\_\_\_

Owners Name: \_\_\_\_\_ Owners Signature: \_\_\_\_\_

Postal Address: \_\_\_\_\_

Contact Phone Number: \_\_\_\_\_ Date: \_\_\_\_/\_\_\_\_/\_\_\_\_

## REASON FOR APPLICATION

Property sale       Property Lease       Other (please specify): \_\_\_\_\_

## SWIMMING POOL DETAILS

Please select which option best describes the swimming pool / spa

In Ground Concrete       In Ground Fibreglass       In Ground Other       Above Ground Pool  
 In Ground Spa       Above Ground Spa       Other (please specify): \_\_\_\_\_

NSW Swimming Pool Register Number: \_\_\_\_\_

**NOTE:** All swimming pools and spas must be registered in NSW – [www.swimmingpoolregister.nsw.gov.au](http://www.swimmingpoolregister.nsw.gov.au)

## PRIVACY

## POLICY

By completing this form you are enabling Wollondilly Shire Council to collect personal information about you for the purpose of assisting in the determination process of your application. This information is required by law and failure to provide the information may lead to rejection or delays of your application. At any time you have the right to access, view or correct the personal information that you have provided. Please note that the information supplied on this document may be advertised to the public for comment if the development is Designated Development, or is required to be advertised under Council's Development Control Plan (DCP). The information will be stored in Council's records system and may be placed on Council's website or be subject to a request to access information under the *Government Information (Public Access) Act 2009 (GIPAA)*.