CITY OF MERCER ISLAND

COMMUNITY PLANNING & DEVELOPMENT

9611 SE 36TH STREET | MERCER ISLAND, WA 98040

PHONE: 206.275.7605 | www.mercerisland.gov

TO INITIATE AN INTAKE SCREENING

Transfer Site.

Step One:

Step Two:



INTAKE SCREENING REQUEST FORM

Detailed instructions for the upload are available on the next page.

Upload all Application Submittal Documents (including this form) to the Mercer Island File

Upon Receipt of the Submittal Documents, City Staff will schedule the Screening and

	g skiedor yš dit. Later rhan širiči ekio	podaba - rijao XOA ni o nodaucy v savel	eda exigra se askang skap	lects that etc.	qqC	
PROJECT INFORM	MATION					
Name of Owner	Owner: Blaze Pattison	Owner Address	14450 29th PI, #116,Bellevue, 9 206.510.3651			
Owner Email	blaze.pattison@outlook.com	Owner Phone				
Project Address	8019 20th st, Mercer Island	20th st, Mercer Island Parcel		# 77-12-047AS / King Co 7802100		
Project Descripti	on Demolition of existing residentia	al structure and cor	structiion	of new sing	le family hor	
Will the building	footprint expand by 500 square feet o	or more?	YES 🛛	819 sq. ft	NO 🗆	
Does your projec watercourse, ste	surface increase by 500 square feet or It alter a critical area or critical area bu ep slope hazard, potential slide hazar Is found on our Online Map Portal to see if you	uffer such as a wetla d, or seismic hazard?	nd, Check the		NO 🗆	
ritical area.	igad to curplete the first plan later.	vorginsed sed notice		YES 🗆	NO 🖾	
Vill you be modi	fying more than 40% of the existing e	xterior wall?		YES 🛛	NO 🗆	
	concurrently for a Land Use Approva) of Land Use Approval(s) and project #(s)?	P	PHE	YES 🗖	NO 🔯	
PROJECT CONTA	CT					
Email hcfrit	es Fritzemeier, Architect tzemeier_1@q.com longer meetings associated with Intake S	B	434.1100	delivered via e	email*	
	OWNER OR REPRESENTATIVE			antos en s	3 (1) (2) (3) (4)	
FOR CITY USE OI	NLY					
FEE PAID \$	DATE PAID	octonos nementalin	PERMIT#	ISDING THE	1120141.00	
WEEK OF SCHED	ULED SCREENING	ect. For more laform	song gali ni	redui avoleti	ns-des-en	