

Voyageurs Retreat Community Association

Application for Approval

Voyageurs Retreat Architectural Review Committee

Owner Name: _____

Address: _____

Telephone: _____

Email: _____

Legal of Lot: _____

Builder Name: _____

Telephone: _____

Email: _____

Please check all that apply:

_____ Site Plan

Site Plan approval is required for any lot clearing / grading whether it is part of a construction project or not.

A Site Plan must detail the proposed location of all structures & drives. All setbacks must be clearly identified and any proposed grading must be identified including the planned treatment of storm water drainage. The Site Plan (or a separate Landscape Plan) must include proposed landscape for all disturbed areas.

_____ Building Plan

Building Plan approval is required for all construction projects (house, garage, accessory structure). Building plans must detail all exterior treatments to the structure and any decks or porches associated therewith. Compliance with square foot minimums must be clearly identified.

_____ Material Specifications

All exterior materials and colors must be clearly identified and adequately described or samples must be submitted.

All items shall be submitted both hard copy and electronic, along with a check payable to Voyageurs Retreat Community Association in the amount of \$475 to cover the design review fee, to:

Voyageurs Retreat Architectural Review Committee
c/o Community Association Group
4672 Slater Road
Eagan, MN 55122

Upon receipt, the Architectural Review Committee shall determine if the application is complete. If the committee deems that the application is incomplete or that additional information is required the applicant will be notified. The committee shall render a decision on the application within 30 days of receipt of the complete application.

For additional information regarding submission requirements and building requirements please refer to the "Architectural Review, Design and Landscape Guidelines" included in the Master Declaration.