JACKSON COUNTY, MISSOURI APPLICATION FOR RIGHT-OF-WAY AND EASEMENT VACATIONS

Type of vacation (check one):							
	☐ Easement	[☐ Street	☐ Road right-of-way			
Applicant:							
Address:							
Phone:							
APPLICANT INFORMATION: Application must be filed with the Jackson County Planning and Development Division, 303 West Walnut, Independence, Missouri 64050 by the date on the Plan Commission Calendar.							
The following items need to be submitted with the application:1. A letter to the Administrator of Planning and Development giving the reasons for the vacation request.							
2. An accurate legal description of the easement, street or road right-of-way. This needs to be done by a Missouri Registered land surveyor who must sign and seal the legal description document.							
3. One (1) copy, size 8 ½ x 11, of a black and white map which shows the general location of the subject easement, street or road right-of-way.							
4.	4. Two (2) copies, (1 size 8 ½ x 11, 1 copy size 22 x 33) of a black and white map which shows the subject easement, street or road right-of-way in detail.						
5. The filing fee of \$250 (non-refundable), check payable to Manager of Finance.							
Signature of individual submitting the vacation request:							
	(Signa	ture)		(Date)			
TO BE COMPLETED BY OFFICE PERSONNEL ONLY:							
Vacation Case Number LA							
Date file	ed	Date of hea	ring	Date Advertised			
Heard b	у	Date	Decision_				
Heard b	у	Date	Decision_				
Heard b	У	Date	Decision_				

Verification: I (We) hereby certify that all of the foregoing statements contained in any papers and/or plans submitted herewith are true to the best of my (our) knowledge and belief.

	Signatu	Date	
Applic	cant(s):		
Applic	cant(s):		
	_		
COUNTY OF			
	day of personally appear		, before me the undersigned
			ribed to the within instrument and
acknowledged	that he/she/they e	executed the same for the pur	poses therein contained.
In witness whe	ereof, I hereunto s	et my hand and official seal.	
		Commission Expire	S
Notary Public			