

15 School St
Rangeley, ME 04970
P: (207)864-3186
E: townclerk@rangeleyme.org

Town of Rangeley

Petition for Appeal

OFFICE USE	Date Received		Permit Number	
	Date Issued		After-the-Fact	
	Permit Fee		Date Paid	
	Paid By		Receipt Number	

Applicant's Name	Phone	Email	
Mailing Address	City	State	Zip
Describe the right, title, or interest to establish standing for appeal.			

Petition Information

Original Permit Application Address			
Original Permit Applicant (if different from Applicant)			
Original Determination by ☐ Code Enforcement Officer ☐ Planning Board Date of Determination: _____	Describe the nature of the original application.		

Required Additional Materials

Use a separate sheet.

☐	Description of how the determination creates a particularized injury if not reversed.
☐	Identification of the findings, conclusions, or conditions objected to or believed to be in error.
☐	Any new or additional evidence to be considered.
☐	The nature of the relief being requested.

This petition document is referenced from Chapter 38 of the Rangeley Town Code and is not intended to omit or nullify any requirements as written in the ordinance document. Complete reconsideration procedures and requirements are described in Chapter 38, Zoning, copies of which may be purchased at the Town Office or viewed at townofrangeley.com.

I hereby request from the Town of Rangeley Zoning Board of Appeals to consider an appeal to the application as described in this petition. I certify my standing with right, title, or interest as written above, in order to limit appeal of issues to those who are directly involved and/or affected. I also certify that the information provided is accurate to the best of my knowledge and belief.

Signature of Owner or Applicant	Date
---------------------------------	------

IMPORTANT: The decision by the Rangeley Zoning Board of Appeals will be made at a public meeting and will be provided in the form of a signed copy of the Zoning Board of Appeals "Letter of Determination" for Petition for Appeal.