



**TOWN OF LOS GATOS
CERTIFICATE OF COMPLIANCE APPLICATION**

Property Address: _____ Application Date: ____ / ____ / ____
Applicant: _____ Phone: _____
Address: _____ City: _____ Zip: _____
APN(s): _____ Gross Acres: _____ Net Acres: _____

ADDITIONAL INFORMATION:

1. Property Owner:
Name: _____ Email: _____
Address: _____ Phone: _____
City: _____ State: _____ Zip: _____
2. Licensed Surveyor responsible for preparing map:
Name: _____ Reg. No.: _____ Exp. Date: ____ / ____ / ____
Firm: _____ Email: _____
Address: _____ Phone: _____
City: _____ State: _____ Zip: _____
3. Contact Person (if other than the Surveyor listed above):
Name: _____ Reg. No.: _____ Exp. Date: ____ / ____ / ____
Firm: _____ Email: _____
Address: _____ Phone: _____
City: _____ State: _____ Zip: _____

THE ITEMS LISTED BELOW MUST BE SUBMITTED WITH THIS APPLICATION, AS APPLICABLE:

- Certificate of Compliance Application
- Legal Description, Plan, and Closure Calculations (3 copies)
- Current Grant Deed
- Site Plan (3 copies, 11x17; 2 copies 24x36)
- Chain of Title
- Associated fees (see Comprehensive Fee Schedule)
- Summary Description of each lot for which a certificate is desired (2 copies), which should include:
 - The year when each parcel was created and copy and reference to the document(s) creating the lot;
 - An explanation of how the creation of each lot or parcel complied with the Subdivision Map Act and Town of Los Gatos Subdivision Ordinance;
 - Copies and references of any court decisions or other documents on which these calculations are based; and
 - Summary of existing road access, structures (footprint & square feet), land use (residential, office, etc.) and zoning
- Assessor's Parcel Map (2 copies, 11x17)

SIGNATURE OF PROPERTY OWNER (REQUIRED):

I certify that all statements are correct and that all accompanying documents are accurate.

Date: ____ / ____ / ____
Print Name(s): _____ Title(s): _____

SIGNATURE OF APPLICANT (IF OTHER THAN PROPERTY OWNER):

Date: ____ / ____ / ____
Print Name(s): _____ Title(s): _____