Record ID:



## **Build Over Easement Application Form**

All applications and supporting documentation are to be returned to property.services@lmw.vic.gov.au

APPLICANT DETAILS											
(Please note : all owners must be listed as a requirement of the Build Over Easement Application)											
Owner 1:											
TITLE FULL NAME (GIVEN NAME, MIDDLE NAME AND SURNAME REQUIRED)											
PHONE NUMBER EMAIL ADDRESS											
POSTAL ADDRESS											
SUBURB / TOWN STATE POSTCODE											
Owner 2:											
TITLE FULL NAME (GIVEN NAME, MIDDLE NAME AND SURNAME REQUIRED)											
PHONE NUMBER EMAIL ADDRESS											
Witness:											
TITLE FULL NAME (GIVEN NAME, MIDDLE NAME AND SURNAME REQUIRED)											
PHONE NUMBER EMAIL ADDRESS											
PROPERTY DETAILS											
STREET NUMBER STREET NAME											
LOT NUMBER PLAN NUMBER SUBURB / TOWN											
LOWER MURRAY WATER OFFICE USE ONLY											
PROP NUMBER HC NUMBER VOL FOL											

SIZE

Ρ	R	0	P	0	S	E	D	١	N	0	R	K	9
		<u> </u>		-	-				<u>.</u>	-	L	5	•

TYPE OF WORKS PROPOSED

FOOTINGS

DEPTHS

Please provide the following document(s) when you submit this form;

Site Plan showing dimensions and offsets from boundaries (Mandatory)

Footing & Foundation designs

Х

## PAYMENT DETAILS

The processing fee of **\$220.50** can be paid in person at the Lower Murray Water Office, or email <u>property.services@lmw.vic.gov.au</u> to obtain a Credit Card Authority Form to process your payment electronically. Please note that above fee is current for 2024/2025 financial year and is only current to 30<sup>th</sup> June, 2025.

Please note that your Build Over Easement Application will be processed after payment has been received in full.

## ACKNOWLEDGEMENT

I understand that if my request is favourable, that I will be requested to enter into a legally binding agreement with Lower Murray Water, and that I will be bound by the requirements contained in therein.

By ticking this checkbox I confirm that I have read and understood the statement above.

PRINT APPLICANT NAME