



GOVERNMENT OF
WESTERN AUSTRALIA

Department of Environment Regulation – Department of Mines and Petroleum

Application for an amendment to a clearing permit

Environmental Protection Act 1986 s 51M

FORM C4

Clearing of native vegetation is prohibited in Western Australia except where a clearing permit has been granted or an exemption applies. A person who causes or allows unauthorised clearing commits an offence.

Date stamp

Part 1 Clearing permit details

Amendments can only be made to active clearing permits.

FILE REFERENCE

Permit number

CPS5012/1

Permit holder's name as it appears on the permit

City of Busselton

Part 4 Proposed changes

Additional information to support the assessment of your application to amend may be attached.

Please ensure you have included the following as part of your application:

- a photocopy of the granted clearing permit, with proposed changes highlighted

and

- payment.

If you are applying on behalf of the permit holder, please attach your agent's authority duly authorising you to act on behalf of the permit holder.

Please tick below the proposed change(s) to your clearing permit:

extend the duration of the permit

vary a permit condition, such as a due date

amend the size of the area permitted to be cleared, or remove a land parcel listed on the permit

or

other.

Provide details of proposed changes:

The City seeks an extension of the duration of CPS5012/1a and CPS5012/1b of 3 years to allow for completion of capital works. Proposed duration until June 2020.

The City is currently upgrading Puzey Road (CPS5012/1b) and seeks to increase the area covered by the existing permit from 1.428ha to 2.382ha

Land details

Provide additional property details if required – if applying to extend the size of the area to be cleared into another land parcel.

Land description to include: volume and folio number, lot or location number(s), Crown lease or reserve number, pastoral lease number or mining tenement number of all properties.

PIN 11603399, 11603398, 11476581