



Town of Taos

Planning and Zoning Department

Banner Permit Application

1. Name of Applicant: _____ Telephone # _____
2. Name of Business: _____ Telephone # _____
3. Business Physical Address: _____
4. Town of Taos Business License #: _____ Zone _____

Consent of Property owner where banner is to be located.

Print Name of Property owner _____

Signature _____ Date _____ Telephone Number _____

The following information is needed to process your application in a timely manner

5. Number of Banners to be erected _____ Banner Size Length _____ Width _____
6. Square footage of banner $Length \times Width =$ _____ *Square feet.*
7. Area of Building front **Length** _____ **x height** _____ **x .07 =** _____ **Square feet.**
8. Have you had a banner permit within the last four (4) Months? Yes No
If Yes when? _____
9. Is there presently a banner, pennants, festoons or other attention getters on you building other than your permitted signage? Yes No
If yes describe _____

***Failure to submit the below information will delay processing and may cause rejection of the application.**

On separate sheets provide the following information:

- Colors and graphics to be used (maximum of four (4) colors allowed with black and white as neutral.)
- A sketch of the building where banner will be placed.
- A blueprint or Ink Drawing of banner with colors and graphic designation.
- Position of banner in relation to nearby buildings or structures
- Description of what banner will advertise, etc.

Banners may be used as promotional signs only. Such signs shall only be permitted for a thirty (30) day period during the promotional activity, and there shall be a least a ninety (90) day period between the last day of the first permitted banner and the next banner.

OFFICE USE ONLY:

Permit Number _____

Application received by: _____ Date: _____

Application Reviewed by: _____ Date: _____

Approved Rejected Reason: _____

Fee: _____ Receipt #: _____ Zone: _____

Effective Date: _____ Removal Date: _____ Next Banner date: _____