## @ Carportag

## **VARIANCE CRITERIA**

Respond completely and fully to all 6 criteria listed below to demonstrate that the request meets the standards of Seminole County Land Development Code Section 30.3.3.2(b) for the granting of a variance:

1. What are the special conditions and circumstances that exist that are peculiar to the land, structure, or building involved, and which are not applicable to other lands, structures, or buildings in the same zoning district?

This comport is used to store equipment used for agricultural purposes. We have it close to the house because it is safe to have it closer because of the value of the items.

2. How are the special conditions and circumstances that exist not the result of the actions of the applicant?

We want to have the carport close to our house for security purposes.

3. How would the granting of the variance request not confer on the applicant any special privilege that is denied by Chapter 30 to other lands, buildings, or structures in the same zoning district?

We use this carport for agricultural use, and this equipment is necessary for our daily use.

4. How would the literal interpretation of the provisions of the zoning regulations deprive the applicant of rights commonly enjoyed by other properties in the same zoning district and would work unnecessary and undue hardship on the applicant?

we would need to more and unascemble to the structure which we invested the and money to keep our & agricultural items safe inside of it.

5. How would the requested variance be the minimum variance that will make possible the reasonable use of the land, building, or structure?

We would have able to keeps our structure in Place naving all our items stored.

6. How would the granting of the variance be in harmony with the general intent and purpose of the zoning regulations and not be injurious to the neighborhood, or otherwise detrimental to the public welfare?

His a carport that doesn't cause damage or harm to anyone and is used for agricultural purposes.