

**APPLICATION FOR PERMIT TO PLANT TREES ON PUBLIC STREET RIGHT OF WAY
CITY OF LIVINGSTON – PARKS & RECREATION DEPARTMENT**

NAME _____ **PHONE** _____

ADDRESS OF PROPOSED PLANTING: _____

1. Trees should be chosen from the approved species list attached to the application
2. Please show a diagram of your planting site in the space below. Include lot and right of way, existing trees, signs, utilities, driveways and sidewalks, alleyways, and where you would like to plant new trees.
3. Make sure underground utilities are located and marked. (Whoever will be doing the digging is responsible.) Call toll free: 1-800-424-5555. Call the Livingston Utility Office for water , sewer and city street light locates. 222-1142.
4. After underground utilities are marked, call the Park Department at 222-6436 to schedule your first inspection or mail completed application (after all utilities have been marked) to: Livingston Park Department, 330 Bennett Street, Livingston MT 59047.
5. The public right-of-way is the area that is 14’ from the back of the curb to the property line.

Planting must be completed within 2 weeks after the first inspection. Park personnel will make a second inspection during completion. Any tree not planted to Park specifications will be removed and reinstalled by permit holders.

Permit holder also agrees to be personally responsible for any damages to persons or property arising from work hereby authorized, and agrees to indemnify and hold the City of Livingston harmless from any loss, claim, damages, or expenses incurred. The said person or persons further agree to replace all disturbances of the city right-of-way to the satisfaction of the Park Foreman.

APPLICANTS’ SIGNATURE: _____ **DATE** _____

1ST INSPECTION: _____ **2ND INSPECTION** _____

Trees to be planted: _____



SPACING: Large species should be placed 35’ apart, while smaller species can be placed 15’ apart.

SIGHT TRIANGLE: Trees must be placed 35’ from corner

SIGNS: Plant 28’ back from stop signs and 10’ back from other signs.