Development Infrastructure Levy/Public Open Space Contribution Payment Form (Statutory Planning) (For residential subdivision for business/Industrial development)

Office Use Only	Date	Date Paid			Receipt No.					
					Office Use Only					
Type of Levy						of lots/ area	Receipt Code		Account No.	
Public Open Space contribution			\$					101	3010.0410.933	
Development infrastructure levy			\$				Torqua Winche	y: 234 elsea: 235	4300.0625.935 4300.0625.974	
Please note: The Development Infrastructure Levy amount quoted above is current as of 1 July 2017. This amount will be adjusted annually on 1 July each year to cover inflation, by applying the Building Price Index June Quarter for Melbourne in Rawlinsons Australian Construction Handbook.										
Property Details										
Planning Permit No. (if applicable)										
Address of land	Lot No:		Street No:	et No:		Street Name:				
Suburb:				<u> </u>						
Your Details										
Surname					First Name					
Postal Address						·				
Suburb					Post Code					
Phone Number										
Email										
Payment Details										
Total Payment Amount:					\$					
Payment Options										
 In Person (by cash, cheque or credit card) By Mail: Attach cheque or money order payable to 'Surf Coast Shire' By Credit Card: Please forward this form via mail or email and Council will contact you to take your credit card payment over the phone PLEASE DO NOT PROVIDE ANY CREDIT CARD DETAILS ON THIS FORM 										

Privacy Statement: The Surf Coast Shire considers that the responsible handling of personal information is a key aspect of democratic governance, and is strongly committed to protecting an individual's right to privacy. Council will comply with the Information Privacy Principles as set out in the Privacy and Data Protection Act, 2014. The information will not be disclosed to any other party unless Council is required to do so by law.

1 Merrijig Drive / P.O. Box 350, TORQUAY, VIC, 3228 Ph: 03 5261 0600 / 1300 610 600 / Fax: 5261 0525

Email: info@surfcoast.vic.gov.au

