



**VOLUSIA COUNTY FLORIDA  
LAND DEVELOPMENT  
LAND DEVELOPMENT CODE, ORDINANCE, 88-3  
WORKSHEET AND PROCEDURES FOR  
CONCURRENCY CERTIFICATE OF CAPACITY/INQUIRY**

**ARTICLE XIV - CONCURRENCY MANAGEMENT**

All applicants seeking a Concurrency Certificate of Capacity (COC) or Concurrency Inquiry (COI) shall submit an application to the Land Development Office. No application will be accepted unless all fees have been paid and all exhibits and plans, as required below, have been submitted. If no notice of acceptance or rejection of the application is sent within three (3) working days after submittal, the application will be deemed accepted.

I. For application review submit an application and eight (8) copies of the following exhibits:

- (a) Vicinity map at a scale of 1" 2000' or other scale approved by the Land Development Manager which shows the general perimeter of the development and located the main entrance of the development and access to public roads.
- (b) If the application is being reviewed concurrency with either a Preliminary or Final Development Order complete the following:

**TYPE OF DEVELOPMENT ORDER**

Preliminary: PUD \_\_\_\_\_ Rezoning \_\_\_\_\_ Special Exception \_\_\_\_\_  
 Subdivision Plan: Sketch \_\_\_\_\_ Overall Development \_\_\_\_\_

Final:  
 Subdivision Plat: Preliminary \_\_\_\_\_ Final \_\_\_\_\_  
 Site Plan: Final \_\_\_\_\_

- (c) For all applications complete the following:  
 Proposed Land Use: \_\_\_\_\_

Project Description:	1	2	3	4
Phase Number	_____	_____	_____	_____
1st C/O in Phase (Mo/Yr)	_____	_____	_____	_____
Last C/O in Phase (Mo/Yr)	_____	_____	_____	_____
Total Acreage in Phase:	_____	_____	_____	_____
Dwelling Units in Phase:	_____	_____	_____	_____
And/or Floor Area in Phase:				
1. Use _____	_____	_____	_____	_____
2. Use _____	_____	_____	_____	_____
3. Use _____	_____	_____	_____	_____

VI. **FILING INFORMATION**

**APPLICATION NUMBER:** \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_  
 (YEAR) (TYPE CODE) (SEQUENCE #)

**PROJECT NAME:** \_\_\_\_\_