

Development Permits Sec. 302-44 (*refers to all land disturbance*):

1. No person shall conduct any land disturbing activity within the county without first obtaining a land disturbance permit from the department to perform such activity, unless the activity is otherwise exempt from the soil erosion and sedimentation control provisions in chapter 306 of this UDO.
2. A land disturbance permit shall be issued to authorize all activities associated with development activity; including, but not limited to, *clearing and grubbing, grading and the construction of such improvements as streets, surface parking areas and drives, stormwater drainage facilities, sidewalks, or other structures permanently placed on or in the property except for buildings, signs or other structures requiring the issuance of a building permit.*
3. Payment of ad valorem taxes. A land disturbance permit shall not be issued unless the applicant provides a statement by the Rockdale County Tax Commissioner certifying that all ad valorem taxes levied against the property and due and owing have been paid.

Applicability Sec. 310-34 (Requirements for Stormwater Management**):**

1. New Development that creates or adds 5,000 square feet or more of impervious surface.
2. Land disturbance of 1 acre or more.
3. Redevelopment that creates, adds, or **REPLACE** 5,000 square feet or more of impervious surface.
4. New and redevelopment part of subdivision and:
 - a. Sum of all impervious surface is 5,000 square feet or more
 - b. Land disturbance of 1 acre or more
5. Any development that is a “Hotspot”:
 - a. Hotspot-high pollutant load
 - i. Gas stations
 - ii. Vehicle service & maintenance areas
 - iii. Industrial facilities
 - iv. Material storage sites
 - v. Garbage transfer facility
 - vi. Commercial parking lots
6. Linear transportation projects with 5,000 square feet or more of impervious surface. RDOT projects.

An Impervious Surface Is:

1. Any surface that prevents natural infiltration of water into the soil.
2. Concrete
3. Compacted Gravel
4. Asphalt