	FOR SRCD USE ONLY
2025 ANNUAL APPLICATION FOR THE USACE WETLANDS MAINTENANCE PERMIT File Number (SPN-2012-00258)	Date received:
Return to: Suisun Resource Conservation District 2544 Grizzly Island Road Suisun, CA 94585	Date sent to Corps:
(707) 425-9302 or e-mail to <u>SRCD@SuisunRCD.org</u>	Corps approval date:
CLUB NAME	
OWNERSHIP NUMBER	Corps file number:
OWNER/Phone number	
MANAGER/Phone number	
ACRES OF PRIMARY MANAGEMENT AREA IN OWNERSHIP	
EXTENT OF EXTERIOR LEVEE LINEAR FOOTAGE (if applicable)	
NOTE: You must submit a map of your property showing all work locations (differentiate work locations using corresponding numbers in far left column of application, not X's or any other markings). Please fill in all applicable blanks on application grid.	
Example: How to calculate acreage -	
500 feet X 500 feet = 250,000 square feet / 43,560 square feet per acre = 5.74 acres 1,000 feet X 1,000 feet = 1,000,000 square feet / 43,560 square feet per acre = 22.95 acres	
Example: How to calculate cubic yardage for grading -	
Assume you are grading 2.5 acres to a depth of 6 inches (0.5 feet) 2.5 acres X 43,560 square feet per acre = 108,900 square feet X 0.5 feet = 54,450 square feet / 27 cubic feet per cubic yard = 2,016.6 cubic yards	
Assume you are grading 2.5 acres to a depth of 12 inches (1.0 feet) 2.5 acres X 43,560 square feet per acre = 108,900 square feet X 1.0 feet = 108,900 cubic feet / 27 cubic feet per cubic yard = 4,033.3 cubic yards	
Plug your numbers into the underlined portion of the formulas below and enter the rappropriate box in the application grid.	result into the
To calculate acreage: <u>length of area</u> X <u>width of area</u> = square feet of area / 43,560 square feet per acreage	
To calculate cubic yardage for grading: <u>acreage</u> X 43,560 square feet per acre = total square feet X <u>depth of grade</u> = cubic feet / 27 cubic feet per cubic yard = cubic yards	

To calculate cubic yardage for ditch cleaning or levee work: <u>length</u> x <u>width</u> x <u>depth</u> / 27 = cubic yards