

DEVELOPMENT APPLICATION

PL202400237 PL2024-237

Property Information

Property Address (if multiple addresses, list all on this form or include separate attachments)

2401 E 86th St, Bloomington, MN 55425

Business Occupant Address (if different from property address)

2401 E 86th St, Bloomington, MN 55425

Project Name

Skywater Gates

**Please note that a copy of the property legal description may be required to be uploaded into the permit portal.*

Type of Application (select all that apply)

- | | | |
|--|---|---|
| <input type="checkbox"/> Preliminary Development Plan | <input type="checkbox"/> Conditional Use Permit | <input type="checkbox"/> Comprehensive Plan Amendment |
| <input type="checkbox"/> Final Development Plan | <input type="checkbox"/> Interim Use Permit | <input type="checkbox"/> Ordinance Amendment |
| <input checked="" type="checkbox"/> Final Site and Building Plan | <input type="checkbox"/> Preliminary Plat | <input type="checkbox"/> Rezoning |
| <input type="checkbox"/> Variance | <input type="checkbox"/> Final Plat | <input type="checkbox"/> Other _____ |

Property Owner

Owner Name

Oxbow Realty Partners, LLC

☒ **Primary Contact** (only select one primary)

Mailing Address

4450 Excelsior Blvd, Suite 440

City

Minneapolis

State

MN

Zip

55416

Business Address (if different from mailing address)

City

State

Zip

Email Address

enelson@oxbowindustries.com

Phone

612-655-0416

Eric Nelson, Chief Operating Officer

Digitally signed by Eric Nelson, Chief Operating Officer
Date: 2024.12.17 14:09:51 -06'00'

12/17/2024

Property Owner Signature

Date

Business Occupant/Tenant (if different from property owner)

Occupant Name

Skywater Technology

☐ **Primary Contact** (only select one primary)

Mailing Address

2401 E 86th St

City

Bloomington

State

MN

Zip

55425

Business Address (if different from mailing address)

City

State

Zip

Email Address

glenn.johnson@skywatertechnology.com

Phone

952 851-5200

Sudhakar Adivikolanu

Digitally signed by Sudhakar Adivikolanu
Date: 2024.12.18 09:48:20 -06'00'

12/17/2024

Occupant/Tenant Signature

Date

DEVELOPMENT APPLICATION

PL202400237 PL2024-237

Additional Representative (if applicable)

Representative Name David Krenz McGough Construction		<input checked="" type="checkbox"/> Primary Contact <small>(only select one primary)</small>	
Mailing Address 2737 Fairview Ave N,	City Roseville	State MN	Zip 55113
Business Address <small>(if different from mailing address)</small> 2737 Fairview Ave N,	City Roseville	State MN	Zip 55113
Email Address david.krenz@mcgough.com	Phone 651-706-2259		
<i>David Krenz</i>		12/17/2024	
Representative Signature		Date	

**Use additional copies of this form or attach additional approval letters as needed.*

APPLICATION PROCESS

1. Verify application material requirements with Planning Division staff and prepare all materials for submittal. The required application materials are outlined in City Code [Chapter 21, Article V, Division A: Approvals and Permits](#). Generally, application materials will include this **signed development application**, a **project narrative**, **building elevation drawings** and scaled **site and civil plans**.
2. Go to [BLM.MN/PORTAL](#) and register a user account for the City's permit portal system.
3. Contact the Planning Division (planning@bloomingtonmn.gov or 952-563-8920) to have staff create a project case file for your application. The applicant cannot create a case file through the portal on their own.
4. Log into your portal user account and upload your application materials to the case file created by staff or email them directly to the Planning Division.
5. After your application materials are uploaded, log into your portal user account and pay the required application fees (see the [Planning Division Fee Schedule](#) handout).
6. Once your application fee is paid and application accepted by the Planning Division, it will then be scheduled for staff review and any required Planning Commission or City Council meetings (see the [Development Application Review Process](#) handout).