



Verge Permits

A verge permit entitles you to use the City of Gosnells' verge for temporarily parking vehicles, storing materials, accessing private property from the road or locating a bulk bin.

Who does this information relate to?

This information is for owners or builders planning on carrying out any building or demolition works.

What is a verge?

A verge is the area of land that lies between the property boundary and the street or road. It is often referred to as the thoroughfare.

What is a verge permit?

A verge permit entitles you to use the City of Gosnells' verge for temporarily parking vehicles, storing materials, accessing private property from the road or locating a bulk bin during building works.

There are a number of important conditions you must comply with when using the verge.

Where there is an existing street tree this must be provided with a tree protection zone during works.

Why do I need a verge permit?

Building and demolition works can sometimes result in damage to the City's property in the verge area such as the road pavement, kerbs, paths, drains, street trees and plants.

A permit is required for the use of the verge to cross into private property.

The City also receives complaints from residents about the inability to use paths as a result of builders either damaging or storing material across the paths and roads.

A verge permit enables the City to monitor the use of the verge, thereby minimising damage to the area and inconvenience to neighbours.

Verge Area

It is compulsory to have a verge permit.

Regardless of the value or nature of your building or demolition works, if you are using the verge you must have a verge permit.

If you use the verge without a verge permit, the City may issue an on-the-spot fine or prosecute you.

More information

Detailed information about using verges is provided in the City of Gosnells' guideline document.

Fees and application form

Current fees and application forms are available from the City's web site

www.gosnells.wa.gov.au