



## **Gazebo Requirements**

- A fully completed application, signed by the property owner, including a detailed description of the proposed work. (materials, color, and full dimensions: width, length, and height)
- A color photograph of the proposed design.
- Complete construction plans detailing materials, dimensions, foundation, and anchoring specifications.
- A copy of the property survey highlighting the structure's location in the backyard and ensuring it meets all setback requirements.
- Confirmation of approval from any other governing HOA.

**12.3.1 Gazebo.** Wood Gazebos with tiled roof and decorative skirting are allowed; additionally, wrought iron and aluminum framed canvas topped gazebos are permitted, one gazebo per household and not to exceed a maximum dimension of two hundred (200) square feet per structure and a maximum height of ten (10) feet. All gazebos must be permanently installed on a poured 4" concrete foundation, placed in the rear of the property outside of the easements/setbacks upon obtaining written approval from the DCB. An owner of a Poinciana residential lot will be allowed maximum of 3 detached ancillary structures on their property. Ancillary structures are not allowed on otherwise vacant Lots. Wood gazebos must have tile or shingle roof. Wrought iron and aluminum framed gazebos may be topped with canvas or some metals. Corrugated, rolled metal and polycarbonate roofing is prohibited.

**8.1 Ancillary Structures.** All ancillary structures must be ten feet (10') away from the rear property line and seven and a half feet (7.5') from the side property line. Any attached roofed vertical structure must have a minimum of twenty feet (20') rear setbacks, seven and a half feet (7.5') side setback and twenty five feet (25') front setback, with the exception of pie shape corner lots, which have a ten feet (10') rear setback, seven and a half feet (7.5') side and twenty five feet (25') front setback. Free standing ancillary structures of any type are prohibited in Cypress Woods.