

# LG262 Request to Replace Building - Destroyed or Made Uninhabitable by Fire or Other Catastrophic Event

Organization name		License number	
Street		City	State/Zip code
<b>Property Expenditure</b> (attach additional sheets if necessary)			
1. Legal owner of the property: _____			
2. Proposed project cost: \$_____ (attach a copy of estimates, bids, and floor plans)			
3. If a loan will be obtained, what is the principal amount \$_____ Interest amount \$_____			
4. Describe the project in detail: _____ _____ _____ _____			
5. ATTACH proof of the fire or catastrophic event.			
6. ATTACH a copy of the valid policy of property insurance for the destroyed or uninhabitable building.			
7. Provide documentation of the following:			
a. The replacement cost of the destroyed or uninhabitable building.		a. \$	_____
b. The total insured amount of the destroyed or uninhabitable building.		b. \$	_____
c. The amount reimbursed by the insurance carrier, and		c. \$	_____
d. the amount which was not reimbursed (line c from line b).		d. \$	_____
e. The estimated cost of the proposed replacement building, including dimensions, amenities, and additional code requirements.		e. \$	_____
8. Give a detailed description of the destroyed or uninhabitable building. Include dimensions and uses for all areas. _____ _____ _____			
9. Explain how the replacement building will be used. _____ _____			
Chief executive officer signature	Date	Gambling manager signature	Date
Print name	Daytime phone	Print name	Daytime phone

Mailto: **Gambling Control Board  
Suite 300 South  
1711 West County Road B  
Roseville, MN 55113**

**Questions?** Call the Gambling Control Board at 651-539-1900. This form will be made available in alternative format (i.e. large print, Braille) upon request.  
**Data privacy notice:** The information requested on this form and any attachments will become public information when received by the Board, and will be used to determine your compliance with Minnesota statutes and rules governing lawful gambling activities.