

# BUILDING PERMIT APPLICATION

BECOMES PERMIT WHEN SIGNED & PAID

Date of Application	Date Work Starts
Proposed Construction Project	
Bldg. Address	
Subdivision	Lot
Owner of Property	Phone
Owner Address – City – Zip	
Business Name	
Business Address – City – Zip	
Architect or Engineer	Phone
General Contractor	
	Phone
	Cell
Business Address – City – Zip	State License #
Electrical Contractor	Phone
	Cell
Business Address – City – Zip	State License #
Plumbing Contractor	Phone
	Cell
Business Address – City – Zip	State License #
Mechanical Contractor	Phone
	Cell
Business Address – City – Zip	State License #

Type of Improvement / Kind of Construction

<input type="checkbox"/> Sign	<input type="checkbox"/> Build	<input type="checkbox"/> Remodel	<input type="checkbox"/> Addition
<input type="checkbox"/> Repair	<input type="checkbox"/> Move	<input type="checkbox"/> Convert Use	<input type="checkbox"/> Demolish

This permit becomes null and void if work or construction authorized is not commenced within 180 days, or if construction or work is suspended or abandoned for a period of 180 days at any time after work is commenced. I hereby certify that I have read and examined this application and know the same to be true and correct. All provisions of laws and ordinances governing this type of work will be complied with whether specified herein or not the granting of a permit does not presume to give authority to violate or cancel the provisions of any other state or local law regulating construction or the performance of construction and that I make this statement under penalty of perjury. By signing this document, you acknowledge that the ultimate compliance with building code and zoning code is your responsibility. Any mistakes or omissions by city staff does not waive your obligation to comply with all building, fire, safety, and zoning codes.

Signature of Contractor or Authorized Agent \_\_\_\_\_ Date \_\_\_\_\_

Signature of Owner (if owner) \_\_\_\_\_ Date \_\_\_\_\_

**\*EMAIL:**

**SQUARE FOOTAGE OF BUILDING FOOTPRINT** \_\_\_\_\_

**SQUARE FOOTAGE OF CONCRETE ON LOT PROPOSED** \_\_\_\_\_ **EXISTING** \_\_\_\_\_

**NOTE: 24 HOURS NOTICE IS REQUIRED FOR ALL INSPECTIONS**

Date Issued	Receipt #	Permit #
State #		
Parcel ID #		

**BUILDING FEE SCHEDULE**

Square Ft. of Building	Valuation		
<input type="checkbox"/> Rough Basement	Building Fees		
<input type="checkbox"/> Finish Basement	Temp. Power		
Garage Sq. Ft.	1% State Fee		
Bldg. Type	Oc. Grp.	Plan Check Fee	
# bldgs.	Oc. Grp	Water Connect	
# stories	R. Values	Sewer Connect	
# bdrms	walls- R	Storm Imp. Fee	
# dwellings	roof- R	Water Imp. Fee	
Type of Construction	<input type="checkbox"/> Frame	Sewer Imp. Fee	
<input type="checkbox"/> Brick Var. <input type="checkbox"/> Block <input type="checkbox"/> Steel		Park Impact Fee	
<input type="checkbox"/> Brick <input type="checkbox"/> Concrete		Trans. Imp. Fee	
Fire Sprinkler <input type="checkbox"/> Yes <input type="checkbox"/> No		Garbage	
Max. Occ. Load		Cent. Weber Fee	
Bond required <input type="checkbox"/> Yes <input type="checkbox"/> No		Constr. Water	
		Fire Imp. Fee	
<b>Bond amount \$</b>	<b>Off Site Bond</b>		
<b>Total</b>			

**Application does not become a permit until signed below and fee is paid**

Plan Check OK by \_\_\_\_\_

Signature of Approval \_\_\_\_\_ Date \_\_\_\_\_

**Planning Department Checklist**

Zone \_\_\_\_\_  Corner lot  Interior lot

Minimum lot area \_\_\_\_\_ Minimum lot width \_\_\_\_\_

Lot requirements and setbacks:

Front \_\_\_\_\_ Side (dwelling) \_\_\_\_\_ Side (other bldgs) \_\_\_\_\_

Total of 2 side yards (minimum) \_\_\_\_\_ (w/ attached garage) \_\_\_\_\_

Side facing street (corner lot) \_\_\_\_\_ Rear (main bldg) \_\_\_\_\_

Rear (accessory bldg) \_\_\_\_\_ Bldg height maximum \_\_\_\_\_

Bldg height minimum \_\_\_\_\_ Total lot coverage under roof % \_\_\_\_\_

No. of off-street parking spaces (covered) \_\_\_\_\_ (uncovered) \_\_\_\_\_

Buildable parcel \_\_\_\_\_ Recorded plat \_\_\_\_\_

Other requirements not listed above \_\_\_\_\_

Planning Staff Signature \_\_\_\_\_