



Building Permit Application

Permit # _____

Office: 303.754.3321

Fax: 303.708.1790

Job Information

Estimated value:	Applicant Email:	Job Site Address (Including Suite):	
Electrical Value:	Applicant Fax:	Suite#	Zip Code:
Job Description:			

Property Owner Information

Name:	Address:	Same As Above
City:	State/Zip:	Phone:

Contractor Information

Name:	Address:	Same As Above
City:	State/Zip:	Phone:

Contact Information

Contact person:	Phone:	Property Description:
Architect	Phone:	Lot:
		Block:
		Subdivision:

Notice: No changes shall be made from that which is stated in this application, or in attached plans & specifications, except by submitted a revised application, plans, and/or specifications and receiving approval of the Chief Building Inspector for such change. Granting of a permit shall not be construed as a permit for or an approval of any violation of the Building Code or any other state or local law regulating construction or the performance of construction. Further, I consent to pay the use tax based upon the purchase price of all building construction materials, as required by law. I understand records are subject to audit and verification for thirty-six (36) months following final inspection or C.O. and that I am required to maintain building use tax records for the same period. I hereby certify that I have read and examined this application and know the same to be true & correct.

Signature

Date

Print Name

Office Use Only					
Licensed:	Yes	No	Insurance - GL:	Yes	No
			Insurance - WC:	Yes	No
PPI No.			Master Plan No.		
Zoning Check By:	Date:		Description	Sq. Footage	Valuation
Zoning District:			Unf. Basement		\$
School District:			Fin. Basement		\$
CCRBDA:	Yes	No	Living Space		\$
E-470:	Yes	No	Garage		\$
Flood Plain:	Yes	No	Deck/Porch		\$
Tran. Fee:	Yes	No	Total Valuation:		
Type:					
Fee:					
Construction Type:	Occupancy:				
Staff Comments:			Permit Fee:	\$	
			Plan Review Fee:	\$	
FD:			Use Tax: 2.5%	\$	
			Use Tax: 0.25%	\$	
Sub List: Yes	No (Will fax to Licensing)		Total	\$	