Building Permit Application Submit via email: risbuildingpermits@gmail.com

Municipality		County:		Da	Date:		
Tax Parcel Numb To avoid delays in process	er (required):_ sing please provide ta	x parcel number.		* Found on tax bill (control number)			
Site Address:			_ City	State	Ziŗ	Zip	
Owner Email:					Cell		
Principal Contractor Contractor Email: _	or:		Phone City		_ Cell	7in	
					Olate	Zip	
		MENT (Check all the □ Relocation		□ Demolitio	n □ Other	· □ Mobile Home	
Description of pro	•						
Estimated cost of Water Service:	f Constructio n	reasonable fair r	narket value)	\$			
Zoning Permit No Please attach a co		Zoning	gapproval Dat	te:		·	
Will any portion of the f Owner/Agent shall veri	flood hazard are b ify that any propos	od hazard area? □ Y e developed? □ Y ed construction and/or a Flood Plain Managem	ES □ NO development activ nent Act (Act 166-		section 60.3	s of the National Flood	
Historic District Is the site located within a his If construction is proposed w		□ YES □ NO a certificate of appropriatenes	s may be required by t	the Municipality.			
45 Uniform Construction Cocresponsibility of locating all p construed as authority to viol certifies he/she understands	de, and any additional a roperty lines, setback li late, cancel or set aside all the applicable code	plication is correct and the wo approved building code require nes, easements, right of way, e any provisions of the codes on s, ordinances and regulations, or lessee of the building or st	ements adopted by the flood areas, etc. Issua or documents or ordina	e Municipality. The prop ance of a permit and app ances of the municipality	erty owner and app proval of construction or any other gover	licant assumes the on documents shall not be ning body. The applicant	
I certify that the code administo enforce the provisions of the		inistrator's authorized represe o such permit.	entative shall have the	authority to enter areas	covered by such pe	ermit at any reasonable hour	
Signature of Ow	ner or Autho	rized Agent	Print Nar	me of Owner	or Authoriz	ed Agent	