City of Morrow Geared for Quality Growth



## **BUILDING PERMIT APPLICATION**

1500 Morrow Road, Morrow, GA 30260 - Direct 678.902.0870 - Email: MTracy@MorrowGA.gov

APPLICATION DATE: \_\_\_/\_\_\_/

PERMIT NO. \_\_\_\_

## Property Information: RESIDENTIAL [ ] COMMERCIAL [ ] DEMO [ ]: IF NEW CONSTRUCTION IS IN A FLOOD PLAIN AREA CHECK HERE ( )

ADDRESS:		BUSINESS NAME/LOT NUMBER:		
SERVICES OFFERED:		SQUARE FOOTAGE:		
SCOPE OF WORK (Purpose of Permit)				
Owner Information:				
NAME:		PHONE #:		
EMAIL:		ADDRESS:		
Contractor Information:				
COMPANY NAME:	CONTACT PERSON:			CONTRACTOR'S LICENSE #:
ADDRESS:			PHONE #:	
EMAIL ADDRESS:			ALTERNATE PHONE #:	
Architect/Engineer Information:				
BUSINESS NAME:	ADDRESS:			
PHONE #:	E-MAIL ADDRESS:			
Est. Construction Cost: \$(include labor and materials cost) MINIMUM FEE IS \$80				
Initial: I hereby certify that the above proposed structure shall only be modified in accordance with the 2018 Georgia State Building Codes. This code regulates the				
design, erection, construction, alteration and renovation of buildings. Compliance is mandatory. I herby 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 compiled 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 state or local law regulating construction or the performance of construction.				
Date: Printed Name: Signature:				
NOTICE: This permit becomes null and void if work authorized is not commenced with six (6) months or if work is suspended or abandoned for a period of six (6) months at any time after it's begun. Proper permits must be obtained before work is begun or fees shall be doubled.				
FOR OFFICE USE ONLY :(Processed and entered into the system)				
ZONING VERIFIED: ACCEPTED BY:			DATE RECEIVED:	
APPLICATION/PERMIT FEE: <u>\$</u> PAYMENT METHOD: CHECKCHECK# CREDIT/DEBIT CARD MONEY ORDER				