



**DEVELOPMENT SERVICES DEPARTMENT
INSPECTION DIVISION
8001 SHIN OAK DRIVE
LIVE OAK, TEXAS 78233
(210) 653-9140 EXT. 2244 or 2386 FAX (210) 653-0935**



BUILDING MECHANICAL-WALKIN COOLER PERMIT APPLICATION

PLEASE TYPE OR PRINT CLEARLY

JOB ADDRESS:		BUILDING PERMIT #
FIRST AND LAST NAME OF OWNER:	ADDRESS, CITY, ST, ZIP	PHONE:
MECHANICAL CONTRACTOR:	ADDRESS, CITY, ST, ZIP:	PHONE:
		FAX:
USE OF BUILDING OR STRUCTURE:		

CLASS OF WORK: NEW ADDITION ALTERATION REPAIR MOVE REMOVE

DESCRIBE WORK:				
VALUE OF WORK:				
\$				

NOTICE

SEPARATE PERMITS ARE REQUIRED FOR BUILDING, ELECTRICAL; PLUMBING THIS PERMIT BECOMES NULL AND VOID WITHIN 1 YEAR OF ISSUANCE. PERMITS ARE NON-TRANSFERABLE FROM ONE PERSON TO ANOTHER. ANYONE HOLDING AN UNEXPIRED PERMIT MAY APPLY FOR AN EXTENSION, IN WRITING.

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 OF LOCAL LAW REGULATING CONSTRUCTION OR PERFORMANCE OF CONSTRUCTION.

SIGNATURE OF CONTRACTOR OR AUTHORIZED AGENT DATE

SIGNATURE OF OWNER (IF OWNER IS BUILDER) DATE

02-01-2018 Reviewed

FOR DEPARTMENT USE ONLY

PERMIT FEE: \$ _____

APPLICATION ACCEPTED BY DATE

APPROVED BY DATE

PERMIT FEES

Less than \$1,000.00	-----	\$50.00
\$1,000.01 to \$50,000.00	-----	\$50.00 plus \$6.00 per \$1,000.00
\$50,000.01 to \$100,000.00	-----	\$265.00 plus \$5.00 per \$1,000.00
\$100,000.01 to \$500,000.00	-----	\$465.00 plus \$4.00 per \$1,000.00
Greater that \$500,000.00	-----	\$1,665.00 plus \$3.00 per \$1,000.00

To figure permit cost: Cost of job ÷ 1,000.00 x multiplier + base amount = permit cost

Example: \$3,200.00 ÷ 1,000.00 x \$6.00 + \$50.00 = \$69.20

**ALL APPLICATIONS MUST HAVE A SIGNED CONTRACT BY BOTH PARTIES ATTACHED
IF HOMESTEAD AND HOMEOWNER WILL BE DOING WORK NO CONTRACT REQUIRED**