

PERMIT APPLICATION TYPES

CLICK ON BLUE TEXT FOR CORRECT SUBMITTAL CHECKLIST

04/27/11

TYPE 1 PERMITS TYPE 1 BUILDING PERMITS 1&2 Unit Residential

- A/C Change-Out
- Awnings
- Driveway w/Turn Out In a County ROW
- Electric Service Change
- Pool Barrier Fence/Rail
- Wall
- Water Heater Change-Out

Non-Residential & All Residential

- L/V Electric (<u>Except:</u> Fire Alarm or Security for Detached SFD)
- Electric Temp. Event
- Mobile (Mfr'd) Home Roofover
- Reroofing
- Screen Alum. Infill Wall Panel
- Sewer Connection
- · Siding / Stucco on Frame
- Vinyl/Acrylic Removable Insert Systems
- Water Service Connection
- Window and Door Replacements

TYPE 1I PERMITS TYPE 1 SITE PLAN REVIEW PERMITS 1&2 Unit Res.

- Court Surfaces
- Fence (*Except:* Pool Barriers)
- Slab –Not for Future Structure

Non-Res. & Res.

- Driveway / Parking / Surfacing / Repaving (Not Paving in ROW)
- Flagpole Less Than 20
- Painted Wall Sign

Other

- Residential SFD Accessory Enclosure - Max. 6'x6'
- Planter Under 3' in Height

TYPE 2 PERMITS TYPE 2(A) PERMITS (1&2 Unit Residential)

- Air Conditioning- New System
- Canopy Carport Fabric
- Demolition
- Fire Damage/Emergency Repair
- · Gas Lines, Tank, or Tank & Lines
- Interior Removed (<u>Only</u> when P.R. is submitted for Alteration)
- Irrigation Electrical
- Mobile Home-Accessory
- Mobile (Mfr'd) Home-Tie Down
- Mobile (Mfr'd) Home- Sub-Permit
- Pole Barn
- Pool Deck
- Porch
- Screen Structure
- Shed
- Storm Shutters
- Window Wall System/ Sliding Glass Door

TYPE 2 PERMITS

(Cont'd)

TYPE 2 (B) PERMITS
(Non-Res.-Comm. and
3 or More Unit Res.)

- A/C Change-Out
- Awnings
- Demolition
- Electrical General
- Entry Feature (Structure Only)
- Fence
- Fire Alarm System
- Fire Damage/Emergency Repair
- Fire Suppression / Sprinkler
- Gas Lines, Tank, or Tank & Lines
- Hood-Commercial Cooking
- Interior Removal (<u>Only</u> when a P.R. is submitted for Alteration)
- Irrigation Electric
- Parking/Repaving
- Pool Deck
- Shed
- Site Lighting
- Storm Shutters
- Walk-in Cooler Interior Installation
- Wall Site Perimeter/Commercial
- Window/Wall System/ Sliding Glass Door

TYPE 2 (C) PERMITS (Simple Signage)

- Entry Feature Text ONLY
- Face Change, or <u>Text Only</u> on Entry Feature or Wall
- Wall Signage

TYPE 3 PERMITS

(Res. – 1 & 2 Unit Dwelling)

TYPE 3 (A) PERMITS
(Additions & Alterations to an
Existing Residence)

- Addition 1&2 Unit Dwelling
- Addition Mobile (Mfr'd) Home
- Alteration Interior or Exterior
- Enclosing Carport, Garage, or Porch (Infill Walls)

TYPE 3 (B) PERMITS (Detached Accessory Buildings)

- Barn
- Garage/Carport
- Guest House (No Cooking Facil's)
- Stable (No Grooms Quarters)
- Storage
- Workshop

TYPE 3 (C) PERMITS (Special Permit Accessory Buildings)

- Accessory Apartment
- Grooms Quarters (With or Without Stables)

TYPE 3 (D) PERMITS

Master Program "Child"

TYPE 3 (E) PERMITS

- Spa
- Swimming Pool Above-Ground
- Swimming Pool In-Ground

TYPE 3 (F) PERMITS

 Manufactured Residential Building (Modular, NOT Mobile Home)

TYPE 4 PERMITS

(Non-Res.-Comm. & 3 or More Unit Res.)

TYPE 4 (A) PERMITS
(Site Improvements)

- Fuel Tank- Install or Remove
- Play Structures
- Recreation Court
- Swimming Pool

<u>TYPE 4 (B) PERMITS</u>

- Accessory Structure
- Addition
- Sales Facility Manufactured (Modular) Building

TYPE 4 (C) PERMITS

- Renovation
- Tenant/Interior Improvement

Type 4 (D) Permits (Complex Signage)

- Off-Premise Signage (Including Billboards)
- Point of Purchase Sign
- Temporary Residential Development Sign

TYPE 5 PERMITS

- Designed 1 & 2 Unit Dwelling
- Master Plan SFD Initial Submittal
- Townhouse

TYPE 6 PERMITS

Non-Residential Building (Commercial, etc.)

 Three or More Unit Multi-Family Dwelling

TYPE 7 PERMITS

Violations

TYPE 8 PERMITS (Marine Structures)

- Boardwalk
- Boardwark
 Boardwark
- Boatlift and Other Roofed Structures
- Dock
- Dune Walkover
- Seawall/Bulkhead

TYPE 9 PERMITS

Government Projects

TYPE 0 PERMITS

- Agricultural Zoning Reviews
- Landscape Reviews
- Municipal Impact Fees
 Any Other Submittal That is Not a Building Permit Application