

CITY OF MERCER ISLAND

COMMUNITY PLANNING & DEVELOPMENT

9611 SE 36TH STREET | MERCER ISLAND, WA 98040

PHONE: 206.275.7605 | www.mercergov.org



PERMIT APPLICATION

A P P L I C A N T	SITE ADDRESS*		PROJECT VALUATION*		PERMIT #									
	PROPERTY OWNER* TENANT NAME		ADDRESS*		PHONE/OFFICE* E-MAIL*									
	APPLICANT CONTACT NAME*		ADDRESS*		CELL/OFFICE* E-MAIL*									
	ARCHITECT / DESIGNER (Company/Name)		ADDRESS		CELL/OFFICE E-MAIL*									
	STRUCTURAL ENGINEER (Company/Name)		ADDRESS		CELL/OFFICE E-MAIL*									
	CONTRACTOR(Company/name)		ADDRESS		CELL/OFFICE EMAIL*									
	STATE CONTRACTOR LICENSE* #			MI BUSINESS LICENSE* #										
	ELECTRICAL CONTRACTOR (Company/Name)		ADDRESS		CELL/OFFICE EMAIL*									
	STATE CONTRACTOR LICENSE #			MI BUSINESS LICENSE #										
	*REQUIRED													
PERMIT TYPE		<input type="checkbox"/> Building <input type="checkbox"/> Fire Protection <input type="checkbox"/> Plumbing <input type="checkbox"/> Demolition <input type="checkbox"/> Grading <input type="checkbox"/> Fuel Tank <input type="checkbox"/> Electrical <input type="checkbox"/> Mechanical <input type="checkbox"/> Stormwater <input type="checkbox"/> Low Voltage <input type="checkbox"/> Site Development		OCCUPANCY TYPE		<input type="checkbox"/> Single Family <input type="checkbox"/> Multi-Family <input type="checkbox"/> Commercial <input type="checkbox"/> Mixed Use <input type="checkbox"/> Church/School		WORK TYPE		<input type="checkbox"/> Addition <input type="checkbox"/> Alteration <input type="checkbox"/> New <input type="checkbox"/> Repair /				
Will your project result in:					WORK DESCRIPTION:									
A change of use										Yes <input type="checkbox"/> No <input type="checkbox"/>				
New Single Family dwelling										Yes <input type="checkbox"/> No <input type="checkbox"/>				
A reduction in any existing side yard setback										Yes <input type="checkbox"/> No <input type="checkbox"/>				
An increase in impervious surface by more than 100 square feet										Yes <input type="checkbox"/> No <input type="checkbox"/>				
An increase in the gross floor area of more than 500 square feet										Yes <input type="checkbox"/> No <input type="checkbox"/>				
An increase in the maximum building height above the highest point of the building					Yes <input type="checkbox"/> No <input type="checkbox"/>									
NOTICE TO APPLICANT														
<p>This permit becomes null and void if the work or construction authorized is not commenced within two years, or if work or construction is suspended or abandoned for two years at any time after work is commenced or if work is not completed within two years from date of issue. Electrical, mechanical and plumbing permits shall expire at the same time as the associated building permit except that if no associated building permit is issued, the electrical, mechanical and/or plumbing permit shall expire 180 days from issuance. All work shall be done in accordance with the approved plans, except where such approval is in conflict with other codes. The approved plans shall not be changed or modified without the prior approval of the Building Official. It is the responsibility of the permittee to obtain the required inspections. Failure to notify this department that work is ready for inspection may necessitate the removal of some of the construction materials at the owner's expense in order to perform such inspections.</p> <p>I hereby certify that I am the owner of the subject property or I have been authorized by the owner(s) of the subject property to represent this application, and 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 met 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 or local law regulating construction or the performance of construction.</p>														
Signature of Owner/Contractor/Authorized Agent				Date		Printed Name of Owner/Contractor/Authorized Agent								