CITY OF MERCER ISLAND

COMMUNITY PLANNING & DEVELOPMENT

9611 SE 36TH STREET | MERCER ISLAND, WA 98040 PHONE: 206.275.7605 | <u>www.mercerisland.gov</u> Inspection Requests: Online: <u>www.mybuildingpermit.com</u> VM: 206.275.7730



PERMIT APPLICATION

Α	SITE ADDRESS*		PROJECT VALUATION (REQUIRED)* PEI			PERMIT #	RMIT #			
Р	PROPERTY OWNER: *		ADDRESS* PI			PHONE	HONE			
F	TENANT N	AME:		E-			-MAIL*			
Р	APPLICAN	T CONTACT NAME*	ADDRESS	ADDRESS PH			HONE			
ſ			E			E-MAIL*	E-MAIL*			
L	ARCHITEC	T / DESIGNER (Company/Name)	ADDRESS PF			PHONE	PHONE			
-			F			E-MAIL*	E-MAIL*			
1	STRUCTUR	RAL ENGINEER (Company/Name)				PHONE	PHONE			
•						E-MAIL*	E-MAIL*			
с	CONTRACTOR(Company/Name)					PHONE	PHONE			
-						E-MAIL*	E-MAIL*			
Α		NTRACTOR LICENSE #*:		MI BUSINESS LICENSE #*:						
	ELECTRICAL CONTRACTOR (Company/Name)		ADDRESS			PHONE				
Ν						E-MAIL*				
		NTRACTOR LICENSE #*:	MI BUSINESS LICENSE #*:			PHONE				
т	PLUMBING CONTRACTOR (Company/Name)		ADDRESS							
					E-MAIL*					
	STATE CONTRACTOR LICENSE #*: MI BUSINESS LICENSE #*: *Required									
	PERMIT	🗆 Building 🛛 Low V	-					TION		
	TYPE	TYPE Demolition Mecha □ Electrical □		ТҮРЕ	MULTI FAMILY COMMERCIAL MIXED USE CHRUCH/SCHOOL		ТҮРЕ	□ ALTE □ NEW		
	□ Fire Protection □ Storm		-							
		□ Fuel Tank □ Site De								
	☐ Grading riefly Describe Proposed Scope of Work (REQUIRED):									
		oject result in (all questions r	nust be ansv	vered):				NO 🗆		
A change of use										
New Single Family dwelling A reduction in any existing side yard setback							YES 🗆			
A reduction in any existing side yard setback An increase in lot coverage by more than 100 square feet								NO 🗆	VACANT LOT (NO	
An increase in the gross floor area of more than 500 square feet								CURRENT		
An increase in the maximum building height above the highest point of the building						YESL		NO 🗆	COVERAGE, GFA	
			ht ahove the	highest noint	of the huildir		7		OR HEIGHT)	
			ht above the	e highest point	of the buildir	ng YES [NO 🗆 Ied on ne	OR HEIGHT)	

S:\CPD\FORMS\1Current Forms\Permit Apps\PermitAppBuildRevised.docx

NOTICE TO APPLICANT

Applications for which no permit is issued within 18 months shall expire. Once issued, building permits shall expire 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. 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 of the performance of construction.

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. Also, I have received authorization to utilize all contractor license information provided within this application and have been informed about contractor license laws (RCW 18.27, RCW 18.106, etc.), and the potential risks and monetary liability to the homeowner for using an unregistered contractors (general, plumbing, electrical, etc.). Further information can be obtained at 1-800-647-0982.

Signature of Owner/Contractor/Authorized Agent DATE

Printed Name of Owner/Contractor/Authorized Agent