BUILDING PERMIT for the TOWN OF ECKLEY, COLORADO

DATE	Permit No:
OWNER	PHONE
BUILDING SITE ADDRESS	
CONTRACTOR	PHONE NUMBER
	GAL DESCRIPTION OF BUILDING SITE
	BLOCK NUMBER LOT NUMBER SIDENTIAL INDUSTRIAL COMMERICAL
REQUIRED SERVICE REQUIRE	
	TYPE OF CONSTRUCTION
WATER SEWER	GARAGE/SHOP FEE \$150.00
METER FEE	RESIDENT ADDITION FEE \$100.00
TRASH CAN	NEW RESIDENT OR BUSINESS FEE \$150.00
	MOBILE OR MODULAR YEAR FEE \$150.00
	OTHER/SHED FEE \$ 25.00
	TOTAL FEE \$
VALUE OF CONSTRUCTION \$	
period of six(6) months	s of its date of issue or the work authorized by it is suspended or abandoned for a lat plans and basic design. Blue prints preferred. Location of sewer, water, telephon
I,, do here	by certify that the above requirements will be done on or beforea adopted code set forth in the Town of Eckley's ordinances . This permit is non-
	e adopted code set forth in the Town of Eckley's ordinances. This permit is non- ns may be made in the above installation except after the issuance of another permit
APPLICANT	
	DATE RECEIVED
TOWN CLERK	
BOARD APPROVAL D.	ATE
	-
MAYOR	

BUILDING PERMIT GUIDELINES for the TOWN OF ECKLEY, COLORADO

1.	APPLICANT MUST COMPLETE AND SIGN THE BUILDING PERMIT.	
2.	APPLICANT MUST ATTEND A BOARD MEETING WITH COMPLETED APPLICATION.	
3.	NO CONSTRUCTION MAY BEGIN UNTIL APPLICATION IS PRESENTED TO THE BOARD AND APPROVED.	
4.	ONLY ONE (1) RENEWAL SHALL BE SUBMITTED AND GRANTED.	
5.	A FINE WILL BE ASSESSED FOR ANY BUILDING DONE WITHOUT AN APPROVED PERMIT.	
6.	PROVIDE CURRENT PHOTOS OF ALL SIDES OF MOBILE HOME.	
7.	PROVIDE PHOTO OF CURRENT LOT.	
8.	PROVIDE DRAWING OF BUILDING LOCATION ON LOT TO SCALE SHOWING STREETS AND OUT BUILDINGS.	
9.	DOCUMENT THE LOCATION OF ALL WATER, SEWER, GAS, ELECTRICTY OR FIBER OPTICS LINES BY CALLING 811.	
10	. PERMITS ARE GOOD FOR (1) ONE YEAR AND ALL WORK MUST BE COMPLETED BY	
11	. COMPLY WITH ALL TOWN BUILDING ORDINANCES.	
12	. CONTACT THE TOWN CLERK AT 970 359-2222 WITH ANY QUESTIONS OR CONCERNS.	
13. ALL FEES MUST BE PAID BEFORE WORK IS STARTED		
AF	PLICANTS SIGNATURE	
	ATE	