BUILDING PERMIT APPLICATION

BP Fee \$	Receipt#
SCC Fee \$	Roll #
TOTAL \$	10ii #



4512 - 46 Street Olds, AB T4H 1R5 Main: 403.507.4804 Fax: 403.507.4856 planning@olds.ca

Building Permit #	Application Date	
Project Location: Civic Address Lot_	Block Plan	
Applicant	Daytime Phone	
Mailing Address	City/Town Postal Code	
Email		
Owner/ Prospective Owner	Daytime Phone	
Mailing Address	City/Town Postal Code	
Email		
Contractor Contact Person:	Daytime Phone	
Mailing Address	City/Town Postal Code	
Email Name of Architect/ Engineer		
(if applicable)		
Occupancy Type: Residential Commercial Industrial Other Other		
Type of Work:		
☐ Wood Burning Appliance ☐ Other		
Building Area Ft ² : Basement Development Ft ²	Number of Stories	
Description of Work:		
Value of Material & Labour \$		
Permit Applicant Declaration: The permit applicant certifies that this installation will be completed in accordance with the Alberta Safety codes Act and Regulations and work will commence within 90 days. APPLICANT APPLICANT		
	ATURE	
The personal information requested on this form is being collected for the purpose of processing your application and is governed, authorized and protected by the Freedom of Information and Protection of Privacy Act (FOIP). By providing this information, you consent to its use for the above purposes. If you have any questions with respect to the collection or release of this information, please contact the Town of Olds FOIP Coordinator at (403) 556-6981.		
Permit Validation Section:		
Special Conditions:	AB New Home Warranty	
General Conditions: This Permit expires if the construction to which it applies: - Is not commenced within 90 days from the date of issue of the permit - Is suspended or abandoned for a period of 120 days, or - Is in respect of a seasonal use residence and the construction is suspor abandoned for a period of 240 days after the construction is starte	Email: drausch@olds.ca pended Phone: 403-507-4809	
☐ DAN RAUSCH		
Issuing S.C.O. Name S.C.O. Designation # S.C.O. Signation	ture Date of Issue	