BASIC SUBMISSION REQUIREMENTS FOR RESIDENTAL ADDITIONS, RENOVATIONS & REPAIRS RESIDENTAL ADDITIONS

NO PERMIT APPLICATION WILL BE ACCEPTED WITH OUT:

- 1. **A PLOT PLAN** DRAWN TO ANACCURATE SCALE, WITH PROPERTY MARKERS SHOWN. THIS PLAN SHOULD SHOW ALL STRUCTURES ONTHE LOT, DISTANCE FROM STRUCTURES TO PROPERTY LINE AND DISTANCE FROM THE PROPOSED IMPROVEMENTTO THE PROPERTY.
- 2. **BUILDING COVERAGE** (THE PERCENT OF THE LOT OCCUPIED BY ALL BUILDINGS) AND **IMPERVIOUS SURFACE RATIO** (THE PERCENT OFTHE LOT OCCUPIED BY ALL IMPERVIOUS SURFACES INCUDING BUILDING, DRIVWAYS, and WALKWAYS & PATIO) MUST BE GIVEN. *CALCULATION SHEETFOR IMPERVIOUS SURFACE* & *BUILDING COVERAGE IS INTHE CODES DEPARTMENT*
- 3. **COMPLETED APPPLICATION** FOR BUILDING, PLUMBING, ELECTRICAL AND MECHANICAL MUST BE SUBMITTED AS ASINGLE PACKET.
- 4. A CURRENT HAVERFORD TOWNSHIP CONTRACTORS LICENSES FOR PLUMBERS & ELECTRICAL

ALL CONTRACTOR & PA HIC LICENSES & CERTIFICATES OF LIABILITY INSURANCE WITH WORKERS COMPINSATION FOR ALL CONTRACTORS WORKING ATJOB SITE.

(CERTIFICATES HOLDER TO BE HAVERFORD TOWNSHIP)

- 5. (2) DETAILED SETS OFSTRUCTURAL DRAWINGS.
 (ALL ADDITIONS MUST BE ARCHITECT SIGNED DRAWINGS)
- 6. SIGNED CONTRACT BETWEEN PROPERTY OWNER & CONTRACTOR
- 7. FEES FOR ALL PERMITS REQUIRED WHEN PERMITS SUBMITTED

RENOVATIONS AND REPAIRS

NO PERMIT APPLICATION WILL BE ACCEPTED WITH OUT:

- 1. **COMPLETED APPPLICATION** FOR BUILDING, PLUMBING, ELECTRICAL AND MECHANICAL MUST BE SUBMITTED AS ASINGLE PACKET.
- 2. CURRENT HAVERFORD TOWNSHIP CONTRACTORS LICENSES FOR PLUMBERS & ELECTRICAL CONTRACTORS,

PA HIC LICENSES & CERTIFICATES OF INSURANCE WITH WORKERS COMP. FOR ALL CONTRACTORS WORKING ATJOB SITE

(CERTIFICATES HOLDER TO BE HAVERFORD TOWNSHIP)

- 3. 2 SETS OF DETAIL DRAWINGS.
- 4. SIGNED CONTRACT BETWEEN PROPERTY OWNER & CONTRACTOR
- 5. FEES FOR ALL PERMITS REQUIRED WHEN PERMITS SUBMITTED

NOTE: **CERTIFICATES OF INSURANCE CAN BE FAXED TO 610-446-1203** OR EMAILED TO **LFAVACCHIA@HAVTWP.ORG**

(CERTIFICATES HOLDER TO BE HAVERFORD TOWNSHIP)