

FEE AMOUNT \$ _____
CHECK No. _____ CASH ()



DATE: _____
PERMIT NO. _____
ISSUED BY _____

CITY OF DOTHAN, ALABAMA
PUBLIC WORKS DEPARTMENT
**DEMOLITION
PERMIT APPLICATION**

Permission is hereby requested by: _____
Name of Applicant

To Demolish House at: _____
Street Address

Owner: _____
Name Address Phone

Cost: \$ _____

This application is subject to all ordinances and codes of the City of Dothan and the State of Alabama.

<u>PERMIT TYPE:</u>	<u>BUILDING USE CODE</u>	<u>CODES</u>
DEM ()	1 & 2 Family	Res3
DEMC ()	Commercial	Comm

NOTE: By signing this application the PERMITTEE agrees that only the following persons will be working on the Project:

1. City of Dothan Licensed Contractor.
2. Owner.

LICENSED CONTRACTOR / DATE

OWNER (IF WORK DONE BY THE OWNER) / DATE



BUILDING DEMOLITION PERMIT NO. _____

Upon completion of demolition of any residential or commercial building, the following conditions must be met:

1. All trash and debris must be completely removed from the site.
2. The sewer lateral must be cut, securely capped or plugged with concrete, and inspected by the plumbing inspector prior to coverage. The lateral should be plugged immediately behind the curb or sidewalk. An "L" should be chiseled into the curb at the spot of the lateral.
3. The approximate distance from the nearest street manhole should be shown on this sheet, along with acceptance by the plumbing and the building inspectors.
4. If the building is on an individual sewage or septic tank system, the tank must be pumped of contents; the bottom must be broken and completely back filled with sand or soil. The plumbing inspector prior to coverage should inspect the tank.

Before a release is given, you are required to return this copy, with proper approvals given and signed below by the inspectors.

The numbers to call for inspections are (334) 615-4450.

Aslam Rana, Building Official

Building Address

Date of Completion

Plumbing Inspector/Date

Building Inspector/Date

Nearest Manhole

Location of "L" at the concrete curb

