

Application for Plumbing Permit
City of Holdrege

Owner _____
Address of Project _____

Plumber _____
Address _____

Project Description

Check Appropriate Sections. Do Not Fill in Fee Blanks.

	<u>Fee</u>		<u>Fee</u>
___ Rough-In Plumbing	\$ _____	___ Individual Manufactured Home	
Number of Fixtures _____	\$ _____	Sewer Connection	\$ _____
___ Change in Fixtures Locations	\$ _____	___ Individual Manufactured Home	
Number of Fixtures _____	\$ _____	Water Connection	\$ _____
___ Sanitary Sewer Connection		___ Lawn Sprinkler System including	
without a Street Cut	\$ _____	Backflow Protection	\$ _____
___ Sanitary Sewer Connection		___ Backflow Preventers	\$ _____
Requiring a Street Cut	\$ _____	___ Residential Swimming Pool	\$ _____
___ Storm Sewer Tap	\$ _____	___ Commercial Swimming Pool	\$ _____
___ Relocate or Replace Water Heater		___ Water Cooled Air Conditioner or	
Num of Water Heaters _____	\$ _____	Refrigeration Equipment	\$ _____
___ Indirect Waste Connection	\$ _____	___ Water Treatment Equipment such	
___ Domestic Water Connection	\$ _____	as Filtration or Chlorination	\$ _____
___ Roof Drain Connected to Storm		___ Installation of Water Conditioning	
Sewer System	\$ _____	Equipment	\$ _____
___ Commercial or Industrial Interceptor	\$ _____	___ Reinspection Fee	\$ _____
___ Manufactured Home Court			
Connection to Sewer Main	\$ _____		
	Permit Fee		\$ _____

Permit fees for work outside the City limits are increased by one and one-half times the listed fees.

The owner and/or Plumber whom a permit is issued to shall be responsible and certifies that all plumbing work will be done in accordance with the Plumbing Code of the City of Holdrege, Nebraska, and all other applicable codes and laws.

When properly signed this becomes your permit. The granting of a permit or approval of plans does not presume to give authority to violate or cancel the provisions of any state or local law regulating construction or performance of construction.

Print Plumber Name

Building Official

Signature of Plumber

Date

Date