BUILDING DEPARTMENT

<u>SECTION R 105</u> <u>PERMITS</u>

R105.1 REQUIRED. Any owner or authorized agent who intends to construct, enlarge, alter, repair, move, demolish, or change the occupancy of a building or structure, or to erect, install, enlarged, alter, repair, move, demolish or change the occupancy of a structure, or to erect, install, enlarge, alter, repair, remove, convert or replace any electrical, gas, mechanical or plumbing system, the installation of which is regulated by this code, or to cause any such work to be done, shall first make application to the building official and obtain the required permit.

R105.5 EXPIRATION. Every Permit issued shall become invalid unless the work authorized by such permit is commenced within 180 days after the issuance, or if the work authorized by such permit is suspended or abandoned for a period of 180 days after the time the work is commenced. The Building Official is authorized to grant, in writing, one or more extensions of time, for periods not more than 180 days each. The extension shall be requested in writing and justifiable cause demonstrated.

R105.6 SUSPENSION or REVOCATION. The Building Official is authorized to suspend or revoke a permit issued under the provisions of this code whenever the permit is issued I error or on the basis of incorrect, inaccurate, or incomplete information, or in violation of any ordinance or regulation or any of the provisions of this code.

R105.7 PLACEMENT OF PERMIT. The Building Permit of copy thereof shall be kept on the site of the work until the completion of the project.

R105.8 RESPONSIBILITY. It shall be the duty of every person performs the work for the installation or repair of building, structure, electrical, gas, mechanical, or plumbing systems, for which this code is applicable, to comply with this code.

R105.9 PRELIMINARY INSPECTION. Before issuing a permit, the Building Official is authorized to examine or cause to be examined buildings, structures, and sites for which an application has been filed.