

City of Onalaska - Building Permit

Phone: (608) 781-9541 ■ Fax: (608) 781-9506 415 Main St. Onalaska, WI 54650 http://www.cityofonalaska.com

If incomplete, no further processing of the application will occur until the deficiencies are corrected. All permit applications are valid for one (1) year upon payment of non-refundable fees. Any extensions to the one (1) year time frame are subject to approval by the Common Council.

	ect costs are required (labor nk - the permit will not be proce	& materials): Building Cost: \$ essed)
Electrical Cost: \$	Plumbing Cost: \$	HVAC Cost: \$
Address of Project:		
Owner/Occupant Name: _		Phone:
General Contractor Name	e (if different from above):	
Electrical Contractor:		
Plumbing Contractor:		
HVAC Contractor:		
Residential Project:O	R Commercial Project:SF	of Bldg/House: SF of Work Area:
Description of Work:		
PERMIT FEES: Building Fee: \$	Electrical Fee: \$	Plumbing Fee: \$
HVAC Fee: \$		Total Permit Fee: \$
La Crosse Sanitary Sewer	r Fee: \$ (new l	build/connections – separate payment required)
in accordance with the requirer applicable City Ordinances and that the issuance of the permit Municipality; and certifies that all permit, the undersigned owner	nents of the City of Onalaska Unifie the laws and regulations of the Sta creates no legal liability expressed Il the above information is accurate	ted herein. The undersigned agrees that all work shall be done and Development Code /Building Codes and with all other te of Wisconsin. The undersigned acknowledges and agrees or implied, on the Department of Inspection or this to the best of their knowledge. As a further condition of this to entry of the premises described hereon, by the Inspection
By:	· · · · · · · · · · · · · · · · · · ·	Date:
	tractor (Print)	
Signature: General Cont	tractor	
UDC Qualifier#		UDC Contractor#
Address:		Phone #
Email Address:		Electronic Notification: YES NO
If project is over 25,000 cubi	<u>c feet or larger – State Plan Rev</u>	iew is required.
Supervising Professional Na	me & Email:	