



CITY OF CORINTH

3300 Corinth Parkway

Corinth, Texas 76208

Adopted I-Codes: 2009 IRC & 2008 NEC

Planning & Development Department Inspection Request Line # (940) 498-7502

**PERMIT APPLICATION FOR ARBORS - PATIO COVERS - PORCHES
OUTDOOR KITCHENS - GRILLS - FIREPITS &/OR OUTDOOR ROOM ENCLOSURES**

PHONE: (940) 498-3200

One request per application

(attached or unattached structures)

FAX: (940) 498-3267

JOB PROPERTY ADDRESS		Date:
LEGAL DESCRIPTION	LOT	BLOCK
		SUBDIVISION
PROPERTY OWNER'S NAME	STREET ADDRESS	
	CITY/STATE/ZIP	
	PHONE (Area Code)	FAX
GENERAL CONTRACTOR	STREET ADDRESS	
	CITY/STATE/ZIP	
	PHONE (Area Code)	FAX
ELECTRICAL CONTRACTOR	STREET ADDRESS	
	CITY/STATE/ZIP	
	PHONE (Area Code)	FAX
PLUMBING CONTRACTOR	STREET ADDRESS	
	CITY/STATE/ZIP	
	PHONE (Area Code)	FAX
Is the work related to a building permit?	<input type="checkbox"/> YES <input type="checkbox"/> NO	
DETAILED DESCRIPTION OF WORK TO BE DONE		ESTIMATED VALUE \$
SQUARE FOOTAGES (for each one to which it applies) Arbor: Patio Cover: Garage Extension:		
Porch Extension: Other: (describe)		
Grill/Firepit: Grill/Firepit Enclosure: Outdoor Kitchen:		
This permit becomes null and void unless a City inspection is performed within six months from the date of issuance. The granting of a permit does not presume to give authority to violate or cancel the provisions of any law or ordinances regulating construction. No inspection will be performed unless this permit is displayed on the jobsite and City approved plans are available to the inspector on the jobsite at the time of inspection. Applicant is responsible for ALL work done under permit, and MUST follow all applicable codes.		
PRINTED NAME:	I am the: <input type="checkbox"/> Homeowner <input type="checkbox"/> Contractor	
SIGNATURE:	DATE:	
OFFICE USE ONLY - DO NOT WRITE BELOW THIS LINE		
	DATE APPROVED	PLANS REVIEWED & APPROVED BY
		Permit Fee \$
		Plan Review Fee \$
DATE ISSUED & ISSUER:	Please circle one: → CK# CREDIT/DEBIT CARD CASH	TOTAL FEES \$

Notes/Comments:

App revised 4-26-13