

WHEN ARE PERMITS REQUIRED AND WHY?



BUILDING PERMITS

Are required for all building construction and most repair work including:

Detached structures, relocating walls and room partitions, additions/remodel, replacing windows and doors, replacing roofs, framing, posts and beams, construction or modification of retaining walls, block walls, most masonry work, decks, patio covers, pools, portable spas, fences and ordering large trash dumpsters.

Electrical Permits

An Electrical Permit is required for all work related to the electrical system in a building. All permanent wiring, replacement of built-in appliances such as ceiling exhaust fans, rewiring of such appliances, replacement of circuit breaker panels and sub-panels, and installation of wiring to stationary items such as A/C units.

Plumbing Permits

A Plumbing Permit is required for installing, removing, altering, repairing, or replacing any plumbing, gas or drainage system, or any fixture for water heating or treatment. This includes water heaters, garbage disposals, dishwashers, tubs, sinks, toilets, showers, water softener units, and outdoor irrigation systems that are hooked up to the household water supply.

Mechanical Permits

A Mechanical Permit is required for installing, altering, repairing, or replacing the mechanical system in a building. This includes heat, air conditioning, refrigeration units, range hoods and mechanical exhaust fans, and dryer vents.

WHY A PERMIT IS REQUIRED?

Permits are required per the California Building Code when someone constructs, alters, demolishes, or repairs a structure, electrical, plumbing, or mechanical. Part of the permit process is to have a Building Inspector inspect and sign-off that the work completed is up to code. Failure to obtain required permits may lead to citations and legal action by Code Enforcement. Be advised, some contractors will say they obtained permits or permits are not needed; check on your own as you are responsible. Feel free to contact us if you have questions (626) 308-2806.