

## **City of Syracuse**

495 Midland St / PO Box F Syracuse, NE 6844 **Building Inspector** 

**Phone:** (402)269-2173 **Fax:** (402)269-2499

## **Application for Moving Permit**

Date:		Fee:		Permit No:	
	•		ing of project. Appl	ation to City Hall, 495 Midland Street, Syracuse, NE. icant shall pay permit fee with application at the time	
Contractor or owner shall not sta Applicant is to allow seven (7) d			proved Permit and	the Permit is picked up and displayed on site.	
The permit shall be void if const alterations or change in plans a				permit is issued. It will also become void if any	
Completed the following information is furnished.	ition requested as accurate	ly and completely as	possible. This appl	lication is not acceptable unless all required	
Type of Structure:	Carport: Patio Cover: Storage Shed or A	_ Porch: _		Garage: Residence:	
Type of Construction	n: Brick: \	Nood:	Metal:	Other:	
Moving to Zoning Area:  Transitional Agriculture(TA):  Downtown Commercial (C-2):  Old Towne Commercial/Industrial(CI-1):  Low Density Residential(R-1):  High Density Residential(R-3):  Other:			General Commercial(C-1): Highway Commercial(C-3): Light Industrial (I-1): Medium Density Residential(R-2): Residential Transition(R-4):		
Move From:			Move To:		
Legal Description Mov	ed From:				
Legal Description Mov	ed To:				
Contractor or owner is to	o remove all rock and ot	her debris and to f	ill and level with	dirt within five (5) days and clean grounds.	
-		with this surance by mov	application. ng contractor o	of at least one million dollars.  ling will be moved.	
Permit Fee:	City Cost	Deposit:		Damage Deposit:	
Estimated Start Date:Estimated Completion Date:					
Name of Owner:			_		
Address:					
Phone:	Cell:		Ema	ail:	
Signature of Applicant	:				
Approval Date	:	Disapproval Date:			
Inspector Signature:				Date:	
Supt of Public Works Signature: Date: Date: Date: Date: Please submit this application at least 48 hours in advance of when the move is expected.					

Adopted: December 14, 2016 Resolution: 16-32