

CHARTER TOWNSHIP OF REDFORD

Department of Building and Safety Engineering
 12200 Beech Daly, Redford, Michigan 48239
 313-387-2680 redfordtpw.com

PLUMBING PERMIT APPLICATION

Property\Job Address: _____

Owner\General: _____ Ph# _____

Applicant: _____

Address: _____ City: _____ Zip: _____

Ph#: _____ Plbg.License#: _____ Dr.License#: _____

E-Mail: _____

Class of Work: New() Alteration() Addition() New Occupancy() Commercial()

Description\Location of Work: _____

MINIMUM TOTAL PERMIT FEE = \$45.00

QTY	ITEM DESCRIPTION	FEE
1	Application Fee	15.00
	Registration Fee	15.00
	Reinspection Fee	45.00
	Plan Review – Per Hour	45.00
	Addition to Existing Permit + Item Fee	10.00 + Fee
	General Repairs	45.00
	Residential New Construction	300.00
	Fixtures -	
	Bathtub	10.00
	Dishwasher	10.00
	Disposal	10.00
	Drinking Fountain	10.00
	Floor Drain / Hub Drain	10.00
	Grease / Sand Interceptor	10.00
	Hose Bibb	10.00
	Ice Maker	10.00
	Fixtures not listed	10.00
	Backflow Preventor	25.00
	Water Heater	30.00

QTY	ITEM DESCRIPTION	FEE
	Piping – Up to 1”	35.00
	Up to 2”	45.00
	Up to 4”	80.00
	Over 4”	90.00
	*Sewer/Storm Piping Up to 6”	35.00
	Up to 12”	50.00
	Over 12”	80.00
	*Manhole / Catch Basin	35.00
	Fixtures -	
	Laundry Tray / Standpipe	10.00
	Lavatory	10.00
	Roof Sump / Drain	10.00
	Shower	10.00
	Sink (any)	10.00
	Stack	10.00
	Sump / Ejector Pump	10.00
	Urinal	10.00
	Water Closet / Bidet	10.00
	Sewer Repair / Septic Bypass	40.00
	Basement Waterproofing	40.00

Section 23a of the State Construction Code Act of 1972, Act. No. 230 of the Public Acts of 1972, being Section 125.152a of the Michigan Compiled Laws, prohibits a person from conspiring to circumvent the licensing requirements of this state relating to persons who are to perform work on a residential building or residential structure. Violators of Section 23a are subject to Civil Fines.

*Requires Approval

Contractor\Applicant Signature: _____ Date: _____

** Signing as Homeowner you are affirming that you are an Owner and/or Occupant of the above structure **