



Building Permit # BPC24-000343 New Construction

Project Location

Parcel ID: 05-53-08-28-0-000-007.000 / PPIN: 69581
Physical 911 Address: 12251 BREMAN RD, ELBERTA, AL 36530

Contractor/Party Responsible for Construction

ROGER EDWARD BOOTH

Property Owner

TOWN OF ELBERTA

Separate Trade Permit(s) Required

Applicant

Business Name: Roger Booth
Individual Name: Roger Booth

Project Information

Scope of Work/Notes: 40 X 80 BATTING CAGES

Notices

Applicant attested that he/she is either the property owner or the property owner's authorized agent and acknowledged that he/she read and agreed to the [Terms of Service](#). Construction and work must comply with the codes and ordinances adopted by the State of Alabama and the Baldwin County Commission, with the applicable provisions of the 2018 International Code Series and 2017 NEC, and in accordance with the approved plans. The County's adopted codes and ordinances are available online at <https://baldwincountyal.gov/departments/building-inspection/building-codes>. Violation of any codes or ordinances may result in the revocation of this permit. It is the responsibility of the permit holder to notify the Building Department when the work is ready in order to schedule an inspection. A permit is valid for 180 days from the issue date or 180 days from the date of the last inspection. Any further work performed after the permit expiration will be subject to Stop Work Orders, penalty fees of \$150.00 per day, and disconnection of power. To reinstate a permit after expiration, you may qualify for a Permit Reactivation (with fees required) or you must start over and complete a new permit application (with new permit fees required). Permit fees are non-refundable.

Current Permit Status: Approved/Payment Required

Permit Fees

Description

Construction Industry Craft Training Fee
Plan Review Fee
Building Permit Fee
Data Processing Fee
Issuance Fee

Total Cost

30.00
586.61
1,955.36
15.00
10.00

Total Fees: \$2,596.97
Amount Paid: \$0.00
Balance Due: \$2,596.97