

**BUILDING PERMIT APPLICATION  
CITY OF CAMERON**



It is the responsibility of each applicant to become familiar with the requirements of the Codes, as amended and adopted by the City of Cameron and all the other applicable ordinances of the City of Cameron.

Three complete sets of plans must be attached to all NEW CONSTRUCTION applications.

A SITE PLAN must be attached to your application to show all structures currently on the property, the location where the new construction will be and the distance to each property line from that construction.

For your reference see PZ Ordinance SEC. 39 at [www.camerontexas.net](http://www.camerontexas.net)

Description: _____		
Address: _____		
Will the construction or remodel of this structure require more than 1 water meter?	YES	NO
Will this permit require a Certification of Occupancy?	YES	NO
What impact will this building have on the neighboring lots?	YES	NO

INTENDED USE OF EACH BUILDING:	(circle one)	RESIDENTIAL	COMMERCIAL
(Circle One) New Construction * Addition * Demolition * Other:	_____		
Total square footage of site:	_____	Total square footage of impervious cover:	_____
Total square footage under roof:	_____	Cost of Construction:	_____
Total number of family units the building is designed to accommodate?	_____		

For renovation of a public or commercial building has an asbestos survey been done?	_____
Is the proposed structure located within a protected air space?	_____
If yes, has an FFA form 7460-1 been filed and approved through TX DOT Aviation Division?	_____
Is the property located within a Flood Zone?	_____

Property Owner: _____	Cell #: _____
Mailing Address: _____	Home #: _____
City: _____ State/Zip: _____	Fax #: _____
Email: _____	

Contractor: _____	Cell #: _____
Mailing Address: _____	Home #: _____
City: _____ State/Zip: _____	Fax #: _____
Email: _____	

Legal Description: _____	Block #: _____	Lot#: _____
Addition: _____	Current Zoning: _____	

\_\_\_\_\_  
Signature of applicant

\_\_\_\_\_  
Date of application

\_\_\_\_\_  
Printed name of applicant