

# **NEW RESIDENTIAL TOWNHOUSE, TRI-PLEX OR FOUR-PLEX**

## **Drawing Requirements for Building Permit Application**

For Unserviced Properties		For Serviced Lots / Properties	
1.	Approved Site Plan (agreement & drawings)	1.	Approved Site Plan (agreement & drawings)
2.	Approved lot grading, drainage and servicing plan	2.	Approved lot grading, drainage and servicing plan
3.	<ul> <li>Construction Drawings showing:</li> <li>a. Foundation plans</li> <li>b. Floor plans (one per floor &amp; including framing)</li> <li>c. Roof Framing Plan</li> <li>d. Elevation details</li> <li>e. Cross Section</li> <li>f. Gross floor area calculations</li> </ul>	3.	<ul> <li>Construction Drawings showing:</li> <li>a. Foundation plans</li> <li>b. Floor plans (one per floor &amp; including framing)</li> <li>c. Roof Framing Plan</li> <li>d. Elevation details</li> <li>e. Cross Section</li> <li>f. Gross floor area calculations</li> </ul>
4.	<ul> <li>Submit Septic Design showing:</li> <li>a. tank location and size</li> <li>b. leaching bed location and size</li> <li>c. calculations for design including percolation rate of soil</li> </ul>	4.	Fully completed application form
5.	Fully completed application form		

#### Note: One set of construction drawings are required if not submitting electronically.

Electronic submissions are to be made in a Portable Document Format (PDF). Plans, specifications, documents, and other information are to be legible when printed to scale. Drawings to be a maximum size of 11" x 17" and shall be complete, fully dimensioned and to scale.

PDF submissions shall have layers unlocked to permit mark-ups and additional notes by the Chief Building Official or designate.

#### Where to apply for building permit

All Building permit applications along with supporting documents may be submitted by email to <u>djones@wellington-north.com</u>. If you do not have access to a method of emailing building permit applications, there is a drop box at the Municipal Office at 7490 Sideroad 7 W, Kenilworth, ON.

Office Hours: Monday to Friday 8:30 a.m. – 4:30 p.m. Any Questions? Phone: 519-848-3620, Ext. 5 Web: <u>www.wellington-north.com</u>

# Cost of building permit

Refer to Fees & Charges: Various Services By-Law, Schedule "B" for most recent fees. We accept cheque, cash, debit or electronic transfer to accounting@wellington-north.com as methods of payment. This includes the review of drawings, the building permit and building inspections.

## **Development Charges:**

- Township of Wellington North Development Charges By-Law
- County of Wellington Development Charges
- Upper Grand District School Board Education Development Charges
- Wellington Catholic District School Board Education Development Charges

## Processing Time Line

Once a **<u>complete</u>** permit application is received, the permit will be reviewed within a maximum of 10 business days.

## **Required Building Inspections**

Building inspections are booked a minimum of 24 hours in advance, by calling (519) 848-3620, Extension 5. YOU MUST QUOTE YOUR PERMIT NUMBER TO BOOK THE INSPECTION.

Required inspections may include:

- Excavation/footing inspection Once the holes have been dug, but prior to concrete being poured
- Substantial completion of footings and foundation prior to commencement of backfilling
- Sewage connection prior to backfill
- Structural Framing inspection Once the framing is complete (posts, beams, joists)
- Substantial completion of all fire separations and closures and all fire protection systems
- Drainage systems and venting systems
- Substantial completion of insulation, vapour barriers and air barriers
- Completion of construction and installation of components required to permit the issue of an occupancy permit
- Final Building inspection Completion of the project.

## Additional Reference Material

- Planning Your Project
- Building Permit By-Law 046-21
- Zoning By-Law 66-01
- Wellington County Mapping
- Building Permit Application
- Energy Efficiency Design Summary
- Municipal Servicing Standards
- Sewage Allocation Policy & Application