

Building and Zoning Department

Invoice

Amount Due

\$162.78

Roof Replacement or Repair Application

72642

Applicant Information

INGRID GEIGER 289 SW BEDENBAUGH LANE LAKE CITY FL 32025

Invoice Date	Permit #
08/14/2025	

Job Location

Parcel: 28-4S-16-03231-000

Owner: NORRIS FREDERICK W & DEBRA A, NORRIS

DEBRA A

Address: 359 SW RALPH TER

Contractor Information

KEVIN L BEDENBAUGH JR PLUMB LEVEL CONSTRUCTION CO LLC 232 NW CHADLEY LANE LAKE CITY, FL 32055

Contact Us

Phone: (386) 758-1008

Customer Service Hours: Monday-Friday From 8:00 A.M. to 4:30 P.M.

Email:

bldginfo@columbiacountyfla.com

Website:

http://www.columbiacountyfla.com/Bu ildingandZoning.asp

Address:

Building and Zoning Ste. B-21 135 NE Hernando Ave. Lake City, FL 32055

Invoice History

<u>Date</u>	<u>Description</u>	<u>Amount</u>
08/14/2025	Fee: Building Permit Fee Based on Construction Cost	\$158.40
08/14/2025	Fee: Certificate Fee	\$2.00
08/14/2025	Fee: DBPR - Surcharge / Radon	\$2.38
	Amount Due:	\$162.78

Credit card payments can be made online here (fees apply)

Fee balances are not immediately updated using online Credit Card. If you have paid permit fees using the online application site or by another method such as check or cash, please allow time for your payment to be processed.

Inspection Office Hours

Monday - Friday From 8:00 AM to 10:00 AM and

From 1:30 PM to 3:00 PM

Regular Inspection Schedules

All areas North of County Road 242 From 10:00 AM to Noon

All areas South of County Road 242 From 3:00 PM to 5:00 PM

Inspection Requests

Online: (Preferred Method) Voice Mail: 386-719-2023 or Phone: 386-758-1008

 $\underline{www.columbia county fla.com/InspectionRequest.asp}$

All Driveway Inspections: 386-758-1019 Septic Release Inspections: 386-758-1058

IMPORTANT NOTICE:

Any inspection requested after 4:30 pm, no matter the method, will be received the next business day and will be scheduled by the earliest time slot.

All Inspections require 24 hours notice.

Emergencies will be inspected as soon as possible.