## SUBCONTRACTOR VERIFICATION



PLICATION/PERMIT #	JOB NAME	Arring	con

## THIS FORM MUST BE SUBMITTED BEFORE A PERMIT WILL BE ISSUED

Columbia County issues combination permits. One permit will cover all trades doing work at the permitted site. It is <a href="REQUIRED">REQUIRED</a> that we have records of the subcontractors who actually did the trade specific work under the general contractors permit.

**NOTE:** It shall be the responsibility of the general contractor to make sure that all of the subcontractors are licensed with the Columbia County Building Department.

Use website to confirm licenses: http://www.columbiacountyfla.com/PermitSearch/ContractorSearch.aspx

**NOTE:** If this should change prior to completion of the project, it is your responsibility to have a corrected form submitted to our office, before that work has begun.

Violations will result in stop work orders and/or fines.

ELECTRICAL	Print Name Ryan Beville Signature from Agricult	Need Lic	
	Company Name: RBI Electric	Liab	)
CC#		_	
	77 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	= DE	
MECHANICAL/	Print Name Robert Bounds Signature	Need	
A/C	Company Name: Bounds Heating and Air	= Liab	
CC#_	License #: CA-1057642 Phone #: 3-5 2 - 472-3761		
	101	DE	_
PLUMBING/	Print Name Wayne Hodge Signature Cloyne Hodge	Need Lic	
GAS	Company Name: Hodge Plumbing	☐ Liab	
CC#	License #: CFC 1426382 Phone #: 333-538-9647	- □ W/C	
ROOFING	Print Name Dana Johnson Signature	Need Need	-
	Company Name: Mac Johnson Roofing	Lic Liab	
	000/005/05	- = W/C	
CC#	License #: CCC1325497 Phone #: 352 - 472-4943	EX DE	
SHEET METAL	Print NameSignature	Need Lic	
	Company Name:	□ Liab	
CC#		□ W/C	
FIRE SYSTEM/	License #: Phone #:	□ DE Need	_
	Print NameSignature	Lic	
SPRINKLER	Company Name:	☐ Liab ☐ W/C	
CC#	License#: Phone #:	C EX	
SOLAR	Print NameSignature	Need	7
	Company Name:	□ Lic □ Liab	1
CC#		□ W/C	
	License #: Phone #:	I DE	4
STATE	Print NameSignature	Need Lic	
SPECIALTY	Company Name:	□ Liab	
		□ W/C □ EX	
	License #: Phone #:	□ DE	

Ref: F.S. 440.103; ORD. 2016-30