As required by Florida Statute 553.842 and Florida Administrative Code 9B-72, please provide the information and approval numbers on the building components listed below if they will be utilized on the construction project for which you are applying for a building permit. We recommend you contact your local product supplier should you not know the product approval number for any of the applicable listed products. Statewide approved products are listed online @ www.floridabuilding.org

Category/Subcategory	Manufacturer	Product Description	Approval Number(s)
1. EXTERIOR DOORS			
A. SWINGING			
B. SLIDING			
C. SECTIONAL/ROLL UP			
D. OTHER			
2. WINDOWS			
A. SINGLE/DOUBLE HUNG			
B. HORIZONTAL SLIDER			
C. CASEMENT			
D. FIXED			
E. MULLION	1.		
F. SKYLIGHTS			
G. OTHER	1		
3. PANEL WALL	-		
A. SIDING			
B. SOFFITS			
C. STOREFRONTS			
D. GLASS BLOCK			
E. OTHER			
4. ROOFING PRODUCTS	<del>                                     </del>		
A. ASPHALT SHINGLES	+	in-	-
B. NON-STRUCTURAL METAL	Capital Metal Supply	26 Gauge Metal Roofing Panels	FL17992.1R2
C. ROOFING TILES	Capital Metal Supply	20 dauge Metal Hooling Fallers	1117332.1112
D. SINGLE PLY ROOF	<del>                                     </del>		
E. OTHER	<del> </del>		
5. STRUCTURAL COMPONENTS	<del></del>	<b>+</b>	
A. WOOD CONNECTORS		<b>1</b>	
B. WOOD ANCHORS			
C. TRUSS PLATES			
D. INSULATION FORMS	1	_	
E. LINTELS			
F. OTHERS			
11 - 11-12			
6. NEW EXTERIOR			
ENVELOPE PRODUCTS			

The products listed below did not demonstrate product approval at plan review. I understand that at the time of inspection of these products, the following information must be available to the inspector on the jobsite; 1) copy of the product approval, 2) performance characteristics which the product was tested and certified to comply with, 3) copy of the applicable manufacturers installation requirements.

Further, I understand these products may have	to be removed if approval cannot 05/04/2022	ot be demonstrated during inspection.
Contractor OR Agent Signature	Date	NOTES: