



Building and Zoning Department

Roof Replacement or Repair Application

Invoice

73385

Applicant Information

INGRID GEIGER
289 SW BEDENBAUGH LANE
LAKE CITY FL 32025

Invoice Date

09/29/2025

Permit

Amount Due

\$146.94

Job Location

Parcel: 00-00-00-01157-000
Owner: JONES LAWRENCE R SR, JONES STARR F
Address: 247 SW DELAWARE WAY
FORT WHITE, FL 32038

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/BUILDINGandZoning.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>
09/25/2025	Fee: Building Permit Fee Based on Construction Cost	\$142.80
09/25/2025	Fee: Certificate Fee	\$2.00
09/25/2025	Fee: DBPR - Surcharge / Radon	\$2.14
Amount Due:		\$146.94

[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)
www.columbiacountyfla.com/InspectionRequest.asp

Voice Mail: 386-719-2023 or Phone: 386-758-1008

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.