

## **ROOFING UNDERLAYMENT AFFIDAVIT**

## Columbia County, Florida Building Department

135 NE Hernando Avenue Lake City, Florida 32055 Phone: 386-758-1008

www.columbiacountyfla.com

REQUIRED FOR WALK-IN OR PAPER SUBMITTALS
Job Address: 498 NW High Point Dr Lake ut FL 3W24  I (Print Name) Roger Whiddon as a Florida license Roofing Contractor or an Owner
I ( <u>Print Name</u> ) Roger Whiddon, as a Florida license Roofing Contractor or an Owner Builder, I understand to comply with the 2023 Florida Building Code 8 <sup>th</sup> Edition underlayment requirements, I must select an option for sealing the roof deck.
The options are summarized below
a self-adhering polymer-modified bitumen underlayment complying with ASTM D1970 applied over the entire roof.
a minimum 4-inch wide strip of selfadhering polymer-modified bitumen complying with ASTM D1970 or a minimum 3 % - inch wide strip of selfadhering flexible flashing tape complying with AAMA 711, applied over all joints in the roof decking. A felt underlayment complying with ASTM D226 Type II, ASTM D4869 Type III or IV, or ASTM D6757, or a synthetic underlayment meeting the performance requirements specified, is required to be applied over the strips/tape over the entire roof.
two layers of felt underlayment comply ASTM 0226 Type II or ASTM D4869 Type III or IV, or two layers of a synthetic underlayment meeting the performance requirements specified, lapped and fastened as specified.
Other (explain) New metal of over peel & Stick
Contractor/Owners Signature R Whitelon

## FINAL INSPECTION & CERTIFICATE OF COMPLETION:

This completed form and photographs must be uploaded to your permit via online at the Application Submission login (link) Welcome to Columbia County Online (columbiacountyfla.com).

If for a roofing permit, clearly visible in the Photographs must be the permit number or address and must include a ruler or measuring device to confirm nail spacing and overlaps including drip edge and valley flashing. (Not required for additions or New Residential)