

BUILDING CODE EDITION: ELEVATION REGULATION:

IN FLOODWAY:

FINISHED FLOOR REQUIREMENT:

Columbia County, FL. Building & Zoning Swimming Pool and Spa Permit #000040321 Issued August 10, 2020



Accessory Use

NONE Non-Habitable Structure

OWNER: CANCIGLIA ROBERT J & CAROLE **PHONE:** 386-365-3790 ADDRESS: 1071 SW OLD LAKE CITY TER HIGH SPRINGS, FL 32643 PARCEL: 33-6S-17-09834-114 **ZONING:** AGRICULTURE - 3 A-3 FLOOD ZONE: X Coords: 29.92,-82.61 LOT: 14 BLK: PHASE: UNIT: ACRES: 14.10 **SUBDIVISION:** RUMPH FARMS UNR PHONE: 386-755-2848 ADDRESS: CONTRACTOR 158 SW ELK HUNTER GLEN FORT WHITE, FL 32038 LICENSE: CPC057105 -NAME: RAYMOND PEELER **BUSINESS: PEELER POOLS OF N FL INC** PROJECT DETAILS IS THIS FOR RESIDENTIAL OR COMMERCIAL USE?: Residential THIS IS THE CONSTRUCTION OF A:: ADA COMPLIANT: SETBACKS FRONT: **SETBACK SIDE 1:** 25 **SETBACK SIDE 2:** 25 SETBACKS REAR: 25 SEPTIC #: 20-0599

Notice: in addition to the requirements of this permit, there may be additional restrictions applicable to this property that may be found in the public records of this county. The issuance of this permit does not waive compliance by permittee with deed restrictions. **Notice:** all other applicable state or federal permits shall be obtained before commencement of this permitted development.

"WARNING TO OWNER: YOUR FAILURE TO RECORD A NOTICE OF COMMENCEMENT MAY RESULT IN YOUR PAYING TWICE FOR IMPROVEMENTS TO YOUR PROPERTY. IF YOU INTEND TO OBTAIN FINANCING, CONSULT WITH YOUR LENDER OR AN ATTORNEY BEFORE RECORDING YOUR NOTICE OF COMMENCEMENT."

Every permit issued shall become invalid unless the work authorized by such permit is commenced within 180 days after its issuance, or if the work authorized by such permit is suspended or abandoned for a period of 180 days after the time the work is commenced. A valid permit receives an approved inspection every 180 days. Work shall be considered not suspended, abandoned or invalid when the permit has received an approved inspection within 180 days of the previous inspection.