## SUBCONTRACTOR VERIFICATION

APPLICATION/PERMIT #	JOB NAME Bell'S	
ATTECATION TERMINA	JODITATIVE OCTIO	

## 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 <u>REQUIRED</u> 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 r	result in stop work orders and/or fines.	$\alpha$	
ELECTRICAL	Print Name Donnie Davis Signature	(Septe de la constitution)	Need Lic
	Company Name: High Springs Electric		□ Liab □ W/C
CC#	License #: EC0002306 Phone #: 386-62	23-4895	EX DE
MECHANICAL/	Print Name Mark Touchston Signature		<u>Need</u> □ Lic
A/C	L. Touchstone Heart & Air		□ Líab □ W/C
CC#	License #: CAC058099 Phone #: 386-4	196-3467	□ EX □ DE
PLUMBING/	Print Name Cody Barrs Signature		Need
GAS	Company Name: Barrs Plumbing		□ Liab □ W/C
CC#	License #: CFC1427145 Phone #: 386-6	623-0509	□ EX
ROOFING	Print Name Hay McDanie Signature	J-PMD-P	Need
	Company Name: PRECE PROGRAM		□ Liab
CC#	License #: CCC 133 0719 Phone #: 38	0-757-4077	□ EX □ DE
SHEET METAL	Print NameSignature		Need □ Lic
	Company Name:		□ Liab
CC#	License #: Phone #:		□ EX □ DE
FIRE SYSTEM/	Print NameSignature		<u>Need</u> □ Lic
SPRINKLER	Company Name:	1	□ Liab □ W/C
CC#	License#: Phone #:		□ EX □ DE
SOLAR	Print NameSignature		Need
	Company Name:		□ Liab
CC#	License #: Phone #:		□ EX
STATE	Print Name Signature		Need
SPECIALTY	Company Name:		☐ Liab
J. LCIALIT	company rune.		□ EX

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