



Town of Camp Verde
Community Development Department – Building Division
 ♦ 473 S. Main Street, Suite 108 ♦ Camp Verde, Arizona 86322 ♦
 ♦ Telephone: 928.554.0050 ♦ Fax: 928.567.7401 ♦
 ♦ www.campverde.az.gov ♦

Permit Extension Request

TO : TOWN OF CAMP VERDE BUILDING OFFICIAL
 RE: PERMIT EXTENSION REQUEST

PERMIT NUMBER _____
 DATE _____
 PARCEL NUMBER _____

This letter is to request an extension of permit number _____ for a single period of 180 days.

This permit is for work at (Address) _____ in the Town of Camp Verde, AZ 86322, whose phone number is _____.

I am applying for a permit extension for the following reason(s): _____

In making this request, I hereby certify that the above permit has not expired per any provisions of the Town Code of Camp Verde :

Per Section 7-2-104.13.2 of the Town Code: Work commenced. Every permit issued under the provisions of this code shall be valid for a period of one year from the date of issuance, provided, however, that any permit shall expire 180 days after the last approved inspection. An approved inspection shall be an inspection that is requested and approved pursuant to Section 7-2-106.6. Before work can be continued or resumed on a structure for which the permit has expired, a new permit shall be obtained and the fee thereof shall be determined by the building official on the basis of the valuation of the uncompleted portion of the work from the last approved inspection.

I understand that if my extension request is accepted for the permit I am applying for, a \$25.00 fee will be due prior to the original permit expiration date in order to activate the extension.

I also understand that if the permit for which I am requesting an extension for has expired by reason of the provision of the above code, I will be required to obtain a new permit covering the cost listed in the Section 7-2-104.13.2 of the Town Code of Camp Verde.

Sincerely Yours,

 Contractor or Owner/Builder

 License #



Handicap Relay: 711 or Voice: 1-800-842-4681 TTD: 1-800-367-8939

