



# Building Permits



Answers to frequently asked questions (FAQs) regarding when you need a building permit.

## BUILDING PERMITS:

### What do I need to know?

The Building Safety Division works with property owners, tenants and contractors to assure that new construction and alterations to existing construction are code compliant.

Building permits must be obtained before beginning any work on a project. The person responsible for doing the work must complete the applications for the required permits, which may include zoning, building, plumbing, mechanical and electrical permits.

Permit fees are based upon the valuation (material and labor costs) of the work to be performed. Building permits are valid as long as work begins within 180 days from the date the permit is issued and is not discontinued for more than 180 consecutive days.



### What type of work requires a permit?

Any new construction, remodeling, altering, converting or moving of existing structures, including:

- Detached garages
- Sidewalks
- Swimming pools
- Patios
- Siding
- Curb cuts and aprons
- Roofs
- Driveways
- Windows
- Decks and landings
- Sheds (larger than 200 sq. ft.)
- Porches

Any replacement, altering, converting or moving of appliances and fixtures, such as:

- Water heaters
- Gas ranges
- Furnaces
- Air conditioners
- Gas fireplaces
- Plumbing fixtures

All mechanical, plumbing, electrical, water and sewer work, including:

- Mechanical vents/ductwork
- Drain traps, waste and vent
- Fire sprinkler systems
- Irrigation system RPZ
- Foundation draitile and sumps
- Electrical repair, replace and new



Informational handouts are available at the Crystal City Hall and at the city website at [www.crystalmn.gov](http://www.crystalmn.gov) to assist with questions on building permits and construction and installation of sheds, detached garages, roofs, fences, porches, driveways, egress windows, decks and landings, swimming pools and curb cuts and aprons.

For further questions, contact a Permit Technician at 763-531-1000.