



**TOWN of SOUTH HAMPTON, NH**  
**BUILDING PERMIT**  
**THIS PERMIT MUST BE VISIBLY POSTED**  
**Number \_\_\_\_\_**

Date: \_\_\_\_\_

PERMISSION is hereby granted to \_\_\_\_\_  
of \_\_\_\_\_  
phone number(s): \_\_\_\_\_ e-mail: \_\_\_\_\_  
to: \_\_\_\_\_  
on the property of \_\_\_\_\_  
at \_\_\_\_\_ Type of Construction \_\_\_\_\_

All construction must be in accordance with the Building Ordinance of the Town of South Hampton

Signature of owner or agent \_\_\_\_\_

Code enforcement officials and assessors consider the above signature permission to enter the premises for timely inspections.

Town of South Hampton Building Inspector \_\_\_\_\_

**Work cannot be started until the Building Inspector has reviewed the project.**

**The designated inspector must approve the following milestones:**

<u>Inspection point</u>	<u>Inspector</u>	<u>Signed</u>	<u>Date</u>
Septic System (\$100)	Health	_____	_____
Well (\$100)	Health	_____	_____
Driveway (\$100)	Planning Board	_____	_____
Forms for the footings before concrete is cast	Building	_____	_____
Final foundation before back filling	Building	_____	_____
Final rough framing	Building	_____	_____
Plumbing is roughed in, before insulating	Plumbing	_____	_____
Finish Plumbing	Plumbing	_____	_____
Gas inspection inside building	Plumbing	_____	_____
Finish gas inspection	Plumbing	_____	_____
Exterior gas inspection – Rough	Fire	_____	_____
Exterior gas inspection – Finish	Fire	_____	_____
Electric is roughed in, before insulating (\$85)	Electrical	_____	_____
Insulation inspection	Building	_____	_____
Other electrical inspections (\$85 each x _____)	Electrical	_____	_____
Chimney flue before closing in (\$85)	Fire	_____	_____
Smoke Detectors (\$85)	Fire	_____	_____
Furnace or heating system (\$85)	Fire	_____	_____

**Occupancy Permit (\$100)** must be issued after all the above are complete and before occupancy. Building \_\_\_\_\_

**Building Inspection Fees \_\_\_\_\_ + Other Inspection Fees \_\_\_\_\_ = Total Fees Due \_\_\_\_\_**

**Check # \_\_\_\_\_**