

OWEN COUNTY BUILDING DEPARTMENT

60 S Main Street Spencer, Indiana 47460 (812) 829-5033

Form No. 60-B7 (R/11-08)

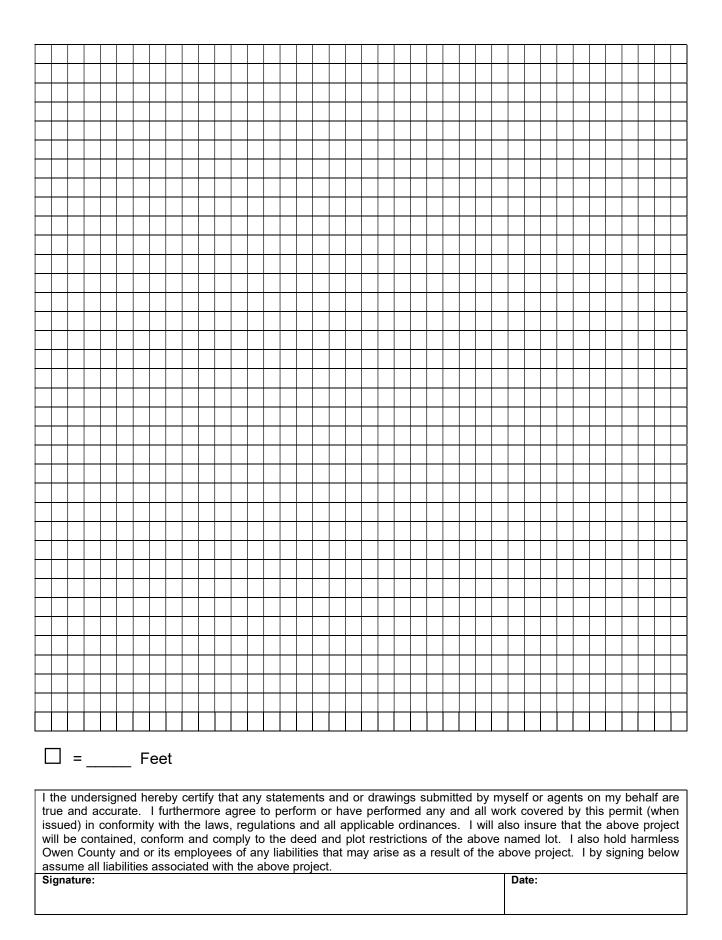
Permit #: SP 2024-

SWIMMING POOL PERMIT

This permit is required for any swimming pool in excess of Ten Thousand Gallons (10,000). This permit shall be good for one year from the date of issue. If the project is not complete by the date of expiration then the applicant may re-apply by paying the renewal fee.

I. APPLICANT INFORMATION							
Name:				Phone No.:			
Address:							
City:		State:		Zip:			
II. CONTRACTOR INFORMATION							
Name:				Phone No.:			
Address:							
City:	State:			Zip:			
Builder License No	.:			Expiration Date:			
IV. PROJECT INFORMATION:							
Description of Proposed Work:							
□ Above Ground □ In Ground							
□ Deck Attached □ Deck Adjacent □ No Deck							
☐ Other structure that would require a separate Building Permit (i.e. Gazebo)							
Width:	Length:	Depth:	Wall Height:	Wall Construction:	Floor Construction:		
Deck Lighting:	Diving Boards:	Electric Pool Cover:	Pool Heater:	Under Water Lighting:	Overhead Power Lines:		
□Yes, list type below	□Yes, list type below	□Yes, list type below	□Yes, list type below	□Yes, list type below	☐Yes, distance from pool below		
□No	□No	□No	□No	□No	□No		
Deck Lighting	Diving Boards	Electric Pool	Pool Heater	Under Water Lighting	Overhead Power Lines		

If the plans and specifications are not being provided by an Engineer or Contractor please provide a site plan of the proposed project on the next page. The drawing shall provide a sketch drawing of the proposed project including the lot lines and the set back from each lot line. The sketch should also include adjacent structures and septic field, including the set backs from each.



Office Use Only

□Business □Indus	strial (select one)	□Agricultural	☐Institutional/Public	
	Light			
	Heavy			
☐ Multi-Family ☐ Mineral Extraction				
☐ Floodway	☐ Floodway	Fringe		
		=\$		
@ \$	eac	h= \$		
No		=\$		
		□ Floodway □ Floodway	□ Light □ Heavy □ Mineral Extraction □ Floodway Fringe =\$	