

**BUILDING PERMIT FEE SCHEDULE
CITY OF SHEBOYGAN**

Fees Effective 1/1/19

- A. Minimum permit fee for all permits.....\$50.00
Exception - All fences & stairways\$40.00

- B. Residential: One- and two-family - first 2,000 sq. ft. of habitable area.....\$400.00
per 100 sq. ft. or fraction thereof of habitable area\$20.00
over 2,000 sq. ft.

- C. Residences & Apartments, Three Family & over, Row Housing, \$.30/sq. ft.
Multiple Family Dwellings, Institutional.

- D. Residences - Additions \$.30/sq. ft. or fraction thereof.

- E. Local Business, Institutional, Office Buildings or \$.30/sq. ft or fraction thereof.
Additions thereto.

- F. Manufacturing or Industrial or additions thereto. \$.20/sq. ft. or fraction thereof.
(Office Areas to be included under E)

- G. Detached Garages and Accessory Buildings \$.30/sq. ft.

- H. Above ground flammable liquid tank dyking system - **only issued**
with Fire Department okay/approval\$200.00/.tank
Removing tanks\$200.00/.tank

- I. Pools - In Ground/Above Ground/Spas\$10.00/\$1,000 valuation
\$50.00 minimum

- J. Driveways.....\$50.00

- K. All other buildings, structures, alterations, residing, re-roofing,
repairs where square footage cannot be calculated.....\$10.00/\$1,000 valuation.

- L. Wrecking or Razing\$100.00/bldg. + .02/sq. ft. with a max. of \$500.00
Residential
garages.....\$50.00/bldg.

- M. Moving buildings over public ways.....\$100.00/bldg + .03/sq. ft. with a max. of \$500.00
Residential
garages.....\$50.00/bldg.

- N. Plan Examination:
 - 1. One & Two Family Residence.....\$75.00
 - 2. Apartment, Three Family Residence,
Row Housing, Multiple Family Buildings + \$15.00 per unit\$200.00
 - 3. Commercial/Industrial Alterations & Additions.....\$300.00
 - 4. Soil Erosion.....\$100.00
 - 5. Heating plans and energy calculations to heating plans\$200.00

- O. Wisconsin Uniform Building Permit SealState Charge + \$10.00
- P. Reinspection.....\$75.00/inspection.
- Q. Special Inspections/Reports\$100.00
per inspection/report.
- R. Occupancy Permits: Residential..... \$50.00/unit
Office, Commercial & Industrial\$250.00
- S. Park Impact Fee: Residential \$547.00/unit

DOUBLE FEES: UPON FAILURE TO OBTAIN A PERMIT BEFORE WORK ON A BUILDING HAS BEEN STARTED, EXCEPT IN EMERGENCY CASES, THE TOTAL FEE SHALL BE DOUBLED THE FEES CHARGED.

T. Contractors/Owners Working Without a Permit:

For work started without a permit, except in emergency cases, the fees shall be calculated as follows; **per calendar year:**

1. First incident - double the regular fee, plus \$100.00.
2. Second incident - double regular fee, plus \$250.00.
3. Third & subsequent incidents - double the regular fee, plus \$500.00.
4. If owner hires unlicensed contractor, double the regular fee, plus \$200.00.

- U. Failure to call for a final inspection\$50.00

- V. If a person or business occupies a building without a signed occupancy card, a fine of \$25.00 to \$500.00 per violation per day that violations exist, shall be charged with a minimum of \$100.00.

W. Permit to start construction of footing and foundation:

1. UDC Buildings.....\$250.00
2. All other buildings\$1000.00

NOTE:

1. No permit required for minor alterations under \$400.00* of materials or \$800 total materials and labor unless such work requires structural alterations. **ALL FENCES, STAIRWAYS AND PORCHES/RESCUE PLATFORMS LOCATED ABOVE THE FIRST FLOOR REQUIRE A PERMIT.**
2. Gross square footage calculations are based on exterior dimensions, including garage and each finished floor level. Unfinished basements or portions thereof are not included.
3. In determining costs, all construction shall be included with the exception of heating, air conditioning, and electrical or plumbing work.
4. All fee categories shall be rounded up to the next full dollar amount.
5. No building permits shall be issued until municipal sewers and water services have been provided adjacent to the building site or when a contract has been let and installation of services are in progress. No occupancy shall be allowed until services to building have been completed.