



Plumbing Application

Rev 10.3.16

CLARK COUNTY
WASHINGTON

COMMUNITY DEVELOPMENT
BUILDING SAFETY

Working together. Securing your safety. Protecting your investment.

Save time! Apply online for residential plumbing permits at clark.wa.gov/permits.

Submit application and associated fees in person at the Clark County Permit Center, 1300 Franklin Street, Vancouver. Fees may be paid using cash, check made out to Community Development, credit card, or electronic check. A convenience fee is charged for credit and electronic checks.

Applicant information

Job address: _____

Property owner information

Name: _____

Mailing address: _____

Phone: _____

Contractor information

Name: _____

License number: _____

Mailing address: _____

Phone: _____

Fax: _____

Email: _____

Valuation: \$ _____

Scope of work: _____

Signature/date: _____

This permit is for a:

- Single-family residence
- Manufactured/mobile home – contact Wa. Dept. of Labor and Industries 360. 896.2300
- Detached structure
- New addition or remodel
- Commercial

Fees

Description	Units	Fee	Total
<input type="checkbox"/> Issuance	1	\$94.00	\$94.00
<input type="checkbox"/> Supplemental Issuance		\$53.00	
<input type="checkbox"/> Plumbing fixture/trap 1-5		\$192.00	
6+ at \$35.00 each		\$35.00	
<input type="checkbox"/> Sewer connection		\$122.00	
<input type="checkbox"/> Septic connection		\$122.00	
<input type="checkbox"/> New water service		\$122.00	
<input type="checkbox"/> Water/sewer repair		\$122.00	
<input type="checkbox"/> Alter drainage/water pipe		\$122.00	
<input type="checkbox"/> Alter vent		\$122.00	
<input type="checkbox"/> Lawn sprinkler		\$122.00	
<input type="checkbox"/> Water heater		\$29.00	
<input type="checkbox"/> Backflow device		\$122.00	
<input type="checkbox"/> Atmospheric type vacuum, breakers not included, 1-5		\$178.00	
6+ at \$35.00 each		\$35.00	
<input type="checkbox"/> Gas pipe 1-5		\$89.00	
6+ at \$29.00 each		\$29.00	
Total permit fees:		units \$	
Homeowner			
Water heater only			
No issuance fee		\$66.00	