



City of Elsa

Mechanical Permit Application

102 S. Diana St, Elsa, TX 78543
Ph:(956)262-2128
Fax (956)262-5002
Email Permits@cityofelsa.net

Owner/Agent Name: _____
Job Location _____
Has a building permit been obtained for this project? ___ Y ___ N ___ Not Required

Contractor Information

(A copy of state issued license is required along with driver's license and master's license)
Contractor Name: _____ Phone: (____) _____
State Plumbing License No. _____ Expiration Date: _____
Address: _____
City: _____ State: _____ Zip Code: _____

Homeowner Information

Property Identification Number: _____
Name: _____ Phone: (____) _____
Address: _____ State: _____ Zip Code: _____

Project Information

Single-Family Duplex/Two-Family Townhome Apartments
 Commercial Specify _____

Project Description: _____

Applicants Signature: _____ Date: _____

COMPLETE APPLICATION ON BACK

	FEE	NO. OF ITEMS	TOTAL
ROUGH IN INSPECTION			
FINAL INSPECTION			
PERMIT			
1 to 4 TONS			
4 to 10 TONS EACH TON			
10 TON AND MORE EACH TON			

TOTAL FEE AMOUNT: \$ _____

GENERAL: Mechanical work shall not be started until the application has been approved and an electrical permit issued. No work shall be concealed until it has been inspected and approved by the Electrical Inspector. When ready for an inspection call (956)262-2127. Please note type of inspection, permit number, the date of inspection(s) is requested for and any other important information such as lock box combination, or key location.

EXPIRATION OF PERMIT: A permit remains valid as long as work is progressing and inspections are requested and conducted. A permit shall become invalid if the authorized work is not commenced within six months after issuance of the permit or if the authorized work is suspended or abandoned for a period of six months after time of commencing the work. A PERMIT WILL BE CANCELED WHEN NO INSPECTIONS ARE REQUESTED WITHIN SIX MONTHS OF THE DATE OF ISSUANCE OR THE DATE OF A PREVIOUS INSPECTION. CANCELLED PERMITS CANNOT BE REFUNDED OR REINSTATED.