

The City of Tallahassee, Growth Management Department requires that the license qualifier read the following legal declarations. The qualifier will need to sign below, have signature notarized and return declaration to Debbie McCullers (850) 891-7140 or Tammy Jimenez (850) 891-7144, mailing address: 300 S. Adams St., B-28, Tallahassee, Florida 32301 or our physical location is 435 N. Macomb St., 1st flr.

VelocityHall is an optional internet service provided by Accela, Inc. and the City of Tallahassee. The use of this service is at my discretion. This internet service is provided without additional convenience fees or merchant account fees charged by Accela or the City of Tallahassee to me. The permit fees associated with the issuance of a permit are the same that would be assessed if I obtained the permit directly from the City of Tallahassee, Growth Management Department.

General Conditions:

VelocityHall Permits are permits that do not require any discretionary approvals or plan review by the City of Tallahassee. If, subsequent to the issuance of a VelocityHall Permit, the Building Official determines that plans or other reviews are required for the work undertaken, the Building Official may **revoke the permit or suspend the permit** until such time as proper reviews and approvals are obtained. As the Applicant I understand I will be given written notice of any such revocation or suspension. Such written notice shall be in the form of electronic mail to the electronic mail address provided below.

I understand that the issuance of a VelocityHall Permit shall not serve to legalize other unpermitted construction; construction not properly identified within the permit application, improper occupancies, additional dwelling units, or unauthorized land uses not otherwise legally established. All VelocityHall Permits are subject to review and approval by City of Tallahassee Growth Management Department.

All work authorized by a VelocityHall Permit must comply with all applicable state and local statutes, ordinances, rules, regulations, and codes.

All work authorized by a permit is subject to inspection. Required inspections can be requested online or by calling the City of Tallahassee Interactive Voice Inspections line at (850) 891-1800. Access must be provided for inspection purposes. I am aware that some mechanical and gas inspections must be scheduled through the City of Tallahassee, Growth Management Department at (850) 891-7040, and be given a specific time to meet the inspector at the permitted site.

Permits shall automatically EXPIRE and become void if work is not commenced within 180 days following the date of issuance, or if work is suspended or an inspection is not approved within 180 days from the date of issuance.

By applying for a permit, I affirm that at the time of making application and until final completion and final inspection of the work that I have and will maintain a certificate of workers compensation insurance or workers compensation exemption, a certificate of general liability insurance, a current State of Florida License, as required by Florida Law and the provision of Chapter 489 of Florida Statute; and any and all other applicable licenses.

I certify that I have read the information and conditions of my receiving and issuing permits using the VelocityHall system. I agree to comply with all applicable state and local statutes, ordinance, rules, regulations, and codes relating to construction, and authorize representatives of the City of Tallahassee to enter upon the property for permits I may request for inspection purposes.

Print name as listed on license	License #	Email address
Print qualifier's name	Mailing address	
Signature of Qualifier	City, State & Zip	

STATE OF _____ **COUNTY OF** _____

The foregoing instrument was acknowledged before me by _____
 who is [] personally known to me or [] has produced _____
 as identification and who did not take an oath.

WITNESS my hand and official seal this _____ day of _____ A.D., 20 _____.

Notary Public Signature

Notary Public Seal