CITY OF VACAVILLE BUILDING DIVISION	Application Complete Yes No Check one City Staff Initials Date		
SUBMITTAL CHECKLIST			
Name of Project	Permit #:		
Address/Location			
Contact Person	Phone Number		
F-mail	Fax Number		

City Staff Use Only

Contact the City Planner at (707) 449-5140 and obtain approval prior to completing the items on this submittal checklist.

Number of	SINGLE FAMILY (in a Typical Subdivision)	# Plans	Date	Received
Copies	INITIAL PLAN CHECK (New Models)	Received	Received	Ву
4	BUILDING PLANS:			
	Architectural drawings;			
	□ Structural drawings stamped & signed by a license architect or			
	engineer;			
	 Post tension plans (if applicable); Plumbing plan line; 			
	 Main panel, subpanel, and all home runs; 			
	\square CF-1 on plans;			
	Green Building requirements – Title 24 part II.			
4	REVERSE FOUNDATION AND SHEAR WALL:			
	Foundation plan with hold down;			
	□ Shear wall plan view with wall type and length (if applicable).			
2	LANDSCAPE PLANS – Landscape plans must be stamped and signed			
	by a license landscape architect or contractor.			
2	STRUCTURAL CALCS – Stamped and signed by a licensed engineer			
	or architect.			
2	POST TENSION CALCS – Stamped and signed by a licensed engineer			
	or architect. If applicable.			
2	TRUSS CALCS – Including connection details. Required if			
	conventional framing is not used. Stamped and signed by a license			
	engineer. Must be submitted prior to frame inspection.			
2	ENERGY CALCS – Stamped and signed by a licensed engineer.			
	Include HVAC calcs and CF-1 form.			
1	CF-1 for each model			
1	COMPLETE SET OF PDF FILES (DISC OR FILE SHARE, FLASH			
	DRIVES CANNOT BE ACCEPTED)			
2	SOILS REPORT – Stamped and signed by a licensed engineer.			
1	PLANNING APPROVAL LETTER (if applicable)			
1	SCHOOL AND COUNTY FORMS (Fee must be paid prior to permit			
	issuance)			
1	PLAN CHECK FEE (please call for verification prior to submittal)			
1	CONTRACTOR'S INFORMATION OR OWNER BUILDER FORM			
1	BUILDING PERMIT INFORMATION FORM (include contract amounts)			