

3063 Crandall Avenue

RECORD OF SUBSEQUENT PERMITS ISSUED

DATE	TYPE OF PERMIT AND VALUATION	PERMIT NO. AND FEE	NATURE OF WORK	PRESENT OWNER AND ADDRESS	CONTRACTOR & ADDRESS	FINALED BY	DATE
3-15-74	B.E.M.P. \$9,000	B-1600 \$74.	Repair fire damage Dwelling	Ronald W. Nelson	Owner	B. Swanborough	10-30-75
4-26-74	^{F.M.P.} Bldg. \$9,000.	B-2792 \$74.	Repair fire damage	Ronald Nelson	P.M. work done on B2792 K.G.K. Bldrs P.M.	Crowder	11-19-76
9/3/75	m. 1,100.	c-6997 20.	heat/air add on dwlg	Elect - Crowder 11-19-75 ronald nelson	6536 Cherry Lane R. donoghue's plbg.	Swanborough Mystrom	10-30-75 9-5-75

MICROFILM RECORD

PERMIT NO.	REEL AND FRAME NOS.	PERMIT NO.	REEL AND FRAME NOS.	PERMIT NO.	REEL AND FRAME NOS.
B-1600	R380F073				
B-2792	R383F336				
c-6997	R424F332				
C 6997	R430F202				
B-1600	R430F203				
B-2792	R430F202				

final
final
final

RECORD CARD - BUILDING INSPECTIONS DIVISION - CITY OF SACRAMENTO, CALIFORNIA

PROPERTY PARCEL NO.		JOB ADDRESS 3063 Crandall Avenue					INSPECTION AREA 6	FINAL INSPECTIONS		
LEGAL DESCRIPTION					OCCUP. GR.	CONST TYPE	VAR. NO.	FIRE ZONE	BUILDING BY	DATE
TITLE AND NAME		i/c	ADDRESS		ZIP	CITY LIC. NO.	TEL. NO.		ELECTRICAL BY	DATE
GEN. CONTR.									PLUMBING BY	DATE
ELEC. CONTR.									MECHANICAL BY	DATE
PLBG. CONTR.									CERTIFICATE OF OCCUPANCY	
MECH. CONTR.									ISSUED BY	DATE
ARCH. ENGR.										
OWNER										
CONST. LOAN LENDER										
BLDG. WIDTH	BLDG. LENGTH	TOTAL HEIGHT	NO. OF STORIES	ROOF CONSTR.	AREA 1st FLOOR	TOTAL AREA	C.S.D.	C.I. CASE		
							CENSUS TRCT. NO.			
SIDE YARDS	REAR YARDS	SET BACK REQ.	USE ZONE	PARK'G REQ.	SPACES	TREES RMVD.	EXISTING BLDG'S SAME LOT		HOW USED	

NATURE OF WORK:-

PERMIT NO. S.P. -		MICROFILM RECORD			
ISSUED BY					
ISSUANCE DATE		PLANS AND APPLICATION	REEL NO.	FRAME NO:-	TO
VALUATION	\$	INSPECTION RECORD	REEL NO.	FRAME NO:-	TO
R.D.F. FEE	\$	JOB FILE	REEL NO.	FRAME NO:-	TO
S.M.I. FEE	\$				
PLAN CK. FEE	\$				
SEWER INCL. FEE	\$				
PERMIT FEE	\$	REMARKS AND/OR VARIANCES			
	\$	Dwelling			
	\$				
TOTAL FEES	\$				