

SIGN PERMIT APPLICATION

Fire/Inspections Division 515 Clark Ave, Ames, IA 50010 Phone 515-239-5153 Fax 515-239-5404 inspections@cityofames.org

Project Addres	SS			
Applicant is:	Property Owner	Tenant	Contractor	
Name			Phone	
Company			Email	
Mailing Addre	ss			
If contractor, ¡	provide property own	er/tenant nar	me	
If contractor, I	provide Iowa Division	of Labor Con	tractor Registratio	n No
Type of Sign:	Ground Wall	Awning and C	anopy Portable	Other
Permanent sig	gn Temporary sign			
Electronic Me	ssage: Yes No (Flashing signs	are prohibited)	
Illuminated:	Yes No			
Illumination:	Internal Externa	l (If external,	, attach lighting spe	ecifications including lumens)
New electrical	l: Yes No (Perm	nit required fo	or new electrical)	
Distance betw	veen faces:	(30 inch	es or greater, inclu	ude both faces for sq footage)
Square footag	e (per each face):			
Height above	grade (top of sign):		_ Height above gra	ade (bottom of sign):
Setback from	property line:	(gro	und signs only)	
Applicant Sign	ature			_ Date
Owner Signatu	ure			_ Date
			OFFICE USE	
Fee: \$90.65	No Permit Neede	ed		
IDOT approva	l required? Yes I	No		
Flood Plain De	evelopment Permit Re	quired: Ye	s No	Zoning District:
Encroachmen	t Permit required?	Yes No		
Approved by _		Dat	e	Permit No

SIGN PERMIT SUBMITTAL GUIDELINES

- 1. Sign Permit Application
- 2. Dimensioned sketch/drawing of proposed sign and support structure
- 3. Site plan showing:
 - a. All buildings on the property
 - b. Location and dimensions of proposed sign and support structure, with distances from lot lines
 - c. Location and dimensions of all existing signs on the property
 - d. Lighting plans (if applicable)
 - e. IDOT approval (if applicable)

ADDITIONAL INFORMATION

- 1. New electrical requires an electrical permit. Please visit www.cityofames.org/inspections to obtain an electrical permit application.
- 2. All signs must be designed and constructed to withstand a minimum wind speed of 90 miles per hour and a minimum ground snow load of 25 pounds per square foot.