



## VILLAGE OF LAKEWOOD BUILDING DEPARTMENT

2500 LAKE AVENUE • VILLAGE OF LAKEWOOD, IL 60014

815 / 459 – 4671 • FAX 815 / 459 – 3156

### **GUIDELINES FOR DEMOLITION (RESIDENTIAL)**

Please submit 1 electronic PDF of the following documents by USB thumb drive or by email to [building@village.lakewood.il.us](mailto:building@village.lakewood.il.us). All documents listed below shall be submitted as one comprehensive submission. Incomplete submissions will not be accepted. Documents will not be distributed for review until all listed items and payment are received. Lead time is 10 business days for the first review and each subsequent review. Additional plan reviews and inspections will incur additional fees.

#### **SUBMIT PDF via EMAIL or USB:**

- Building Permit Application
- Copy of Proposal, Signed by Property Owner
- Site Plan Showing: All existing structures, Denote structure to be removed, silt fence location, protective fence location (if basement/excavation is to be left open), location of new grass.
- Stormwater Management Permit Application and Grading/Stormwater plans stamped by an Illinois licensed engineer
- Plat of Survey stamped by an Illinois licensed surveyor
- Sign off letters from utility companies (Gas, Electric, Water)
- A General Contractor's Surety bond (License & Permit Bond) from the Contractor's insurance company made to the Village of Lakewood in the amount of \$10,000

#### **IN-PERSON or ONLINE PAYMENTS:**

- Payment at time of application for \$151 plus Stormwater without special flood hazard or wetlands \$1495; with Flood Hazard or Wetlands \$1820 [Chapter 19.15 fees, Chapter 29.14 fees, Chapter 36.03 fees]
- The Final Permit fee is calculated once plans are reviewed and approved [Chapter 19]

#### **BUILDING DEPARTMENT REQUIREMENTS**

- Contact JULIE before you dig, dial 811 or 1-800-892-0123
- All inspections are scheduled the prior business day
- Any changes to the plans require resubmittal and review. Additional reviews and/or inspections shall incur additional fees.