City of Portland, Maine - B	Building or Use	Permit Applicat	ion	Permit No:	Issue Date:	CBL:
389 Congress Street, 04101 Te	O			2014-00910		133 C020001
Location of Construction:	(r Address:	-	Phone:	
50 ALBA ST KEANE PAD BETH P H SU		RAIC J JR & THERLAND JTS	50 A	0 ALBA ST PORTLAND, ME (04103 (207) 807-5379
Business Name: Contractor Name		: Contract ME		actor Address:		Phone
Lessee/Buyer's Name Phone:				Permit Type: Additions - Single Family		Zone:
Past Use:	Proposed Use:	Proposed Use:		it Fee:	CEO District:	
Single Family Home	Same: Single l	Same: Single Family Home		Fee: Cost of Work: \$70.00 \$5,000		00.00 7
Proposed Project Description:			INSP	ECTION:		
Build a 20' X 16' deck on rear of h	wn to side	PEDESTRIAN ACTIVITIES DISTRICT (P.A.D.)				
					ed w/Conditions Denied	
	e Applied For:	T	S	ignature:		Date:
Permit Taken By: Dat bjs 0:			Zoning	g Approval		
This permit application does not preclude the		Special Zone or Re	eviews	Zoni	ng Appeal	Historic Preservation
Applicant(s) from meeting applicable State and Federal Rules.		Shoreland		☐ Varianc	e	Not in District or Landmar
2. Building permits do not incluseptic or electrical work.	☐ Wetland		Miscell	aneous	Does Not Require Review	
3. Building permits are void if within six (6) months of the C	Flood Zone		Condition	onal Use	Requires Review	
False information may invalidate a building permit and stop all work		Subdivision		Interpre	etation	Approved
	Site Plan		Approv	ed	Approved w/Conditions	
	Maj Minor MM		Denied		Denied	
		Date:		Date:		Date:
I hereby certify that I am the owne I have been authorized by the own jurisdiction. In addition, if a perm shall have the authority to enter all such permit.	er to make this appl it for work describe	ication as his author d in the application	at the rized a is issu	proposed work agent and I agree aed, I certify that	e to conform to a t the code officia	all applicable laws of this al's authorized representative
SIGNATURE OF APPLICANT		ADDR	RESS		DATE	PHONE

DATE

PHONE

RESPONSIBLE PERSON IN CHARGE OF WORK, TITLE