Cit	y of Portland, Maine - Bui	ilding or Use	Permit Applica	tion	Permit No:	Issue Date:	CBL:
389	Congress Street, 04101 Tel:	(207) 874-8703	8, Fax: (207) 874-8	3716	2014-01352		142 F007001
Location of Construction: Owner Name:				Owner Address:			Phone:
905 FOREST AVE		BJFC LLC		915 FOREST AVE PORTLAND, M 04103		ME (207) 761-2503	
Busi	ness Name:						
Less	ee/Buyer's Name	Phone:			it Type:	Zone:	
					ange of Use - Co	B2	
	Use:	Proposed Use:				Cost of Work:	CEO District:
Va	cant now- was Scale Company	Change of use to offices and fit- up		INCD	\$755.00 \$66,000.00 CCTION:		00.00 5
				INSPECTION:			
_	oosed Project Description:	•					
Ch	ange of use with Interior Fit-Up.		PEDESTRIAN ACTIVITIES DISTRICT (P.A.D.			D. 4. D.)	
				Action: Approved Appr		oved Approve	d w/Conditions Denied
				S	ignature:		Date:
Pern dn	nit Taken By: Oc. Date A 06/1		Zoning Approval				
1.	This permit application does no	.		eviews	Zoni	ing Appeal	Historic Preservation
1.	Applicant(s) from meeting applification Rules.		Shoreland		☐ Variano	ce	Not in District or Landmar
2.	Building permits do not include septic or electrical work.			Miscell	aneous	Does Not Require Review	
3.	Building permits are void if wor within six (6) months of the date			Conditi	onal Use	Requires Review	
	False information may invalidat permit and stop all work			Interpre	etation	Approved	
			Site Plan		Approv	red	Approved w/Conditions
		Maj Minor MM		Denied		Denied	
			Date:		Date:		Date:
			CERTIFICA				
	reby certify that I am the owner over been authorized by the owner						
juris	sdiction. In addition, if a permit f	for work describe	ed in the application	is issu	ued, I certify tha	t the code officia	al's authorized representative
	l have the authority to enter all ar	reas covered by s	uch permit at any re	easona	ble hour to enfo	rce the provisio	n of the code(s) applicable to
suci	n permit.						
SIGNATURE OF APPLICANT			ADDRESS			DATE	PHONE
	NDONGINI E DEDGOVINI GVING CO	WORK EETS 5				F	
RES	SPONSIBLE PERSON IN CHARGE OF '	WORK, TITLE				DATE	PHONE