

VILLAGE OF BROWN DEER
4800 W. Green Brook Drive
Brown Deer, WI 53223
(414) 371-3030 FAX (414) 371-3045

APPLICATION FOR BUILDING PERMIT

DATE: 6-28 20 04 PERMIT NO. 17140

The undersigned hereby applies for a permit FOR EXISTING SUN ROOM.
according to the following statement:

1. Owner: GERARD + MARIE HACKER Telephone: 414-327-2981
2. Owner Address: 3953 S PRAIRIE LN City: GREENFIELD Zip: 53228
3. Location of Structure: 4964 W TERRY AVE
4. Cost of Job: * 5400 Fee: 252.00 Lot 5 Block 2 Subd. ROSEDALE # 2
DOUBLE FEE.
5. Kind of Building (factory, office, store, dwelling): DWELLING
6. Class of Construction: ALUM-FRE-FAB To Be Occupied By: OWNER
7. Name of Contractor: GREAT AMERICAN HOMES Telephone: -
8. Contractor Address: OUT OF BUSINESS City: - Zip: -
9. Arch.-Design Eng.: GREAT AMERICAN HOMES Telephone: -
10. Arch.-Design Eng. Address: - City: - Zip: -
11. Is Building: Old New Being Remodeled
12. State in detail kind of occupancy or work to be performed: (Mention alterations, replacements, etc.)

THREE SEASONS ROOM Obtain Permit
FOR EXISTING 3-SEASON ROOM.

It is Hereby Agreed between the undersigned as owner or his/her agent, and the Village of Brown Deer, that for and in consideration of the premises and of the permit to construct erect, alter or install and the occupancy of building as above described, to be issued and granted by the Building Inspector, that the work thereon will be done in accordance with the descriptions herein set forth in this statement, and as more fully described in the specifications and plans herewith filed; and it is further agreed to construct, erect, alter or install and occupy in strict compliance with the ordinances of the Village of Brown Deer, and to obey any and all lawful orders of the Building Inspector of the Village of Brown Deer, and all State Laws relating to the construction, alteration, repairs, removal and safety of buildings and other structures and permanent building equipment.

Gerard F. Hacker
Signed: Marie L Hacker

Contractor Certification Number: OWNER