



CITY OF LAGUNA BEACH
COMMUNITY DEVELOPMENT – BUILDING DIVISION
505 Forest Avenue
Laguna Beach, CA 92651
949-497-0715 www.lagunabeachcity.net

CHANGE OF CONTRACTOR OR REGISTERED PROFESSIONAL

Job Address: _____ Parcel No: _____

Permit Type: _____ Permit No: _____

Property Owner Name: _____ Phone No: _____

Property Owner Handwritten Signature: _____ Date: _____

New Contractor-of-Record requires wet signatures and acknowledges the following:

- All inspections on the related project must be current, and all corrections shall be completed
- All outstanding fees are due and payable prior to execution of this change

New Contractor-of-Record: *(Print name/Company)* _____ CSLB#: _____

New Contractor-of-Record Signature: _____ Date: _____

Existing Contractor-of-Record: *(Print name/Company)* _____ CSLB#: _____

Existing Contractor-of-Record Signature: _____ Date: _____

Registered Professional (RP) includes, but is not limited to, Architect-of Record; Engineer-of-Record (Soils, Civil, or Structural)

New RP requires wet signatures and new stamp acknowledging the following:

- That all existing plans, specifications, and designs have been reviewed and acknowledged
- All existing, current, and future construction documents must be wet stamped and signed by the new RDP
- Any design parameters not meeting the new RDP's standards of design shall be incorporated into a Revision and submitted for review and approval by the City
- Any design revision shall be reviewed, stamped, and signed by the Soils Engineer-of-Record
- All outstanding Special Inspections and/or Structural Observations must be performed to date and be current
- All outstanding fees are due and payable prior to the execution of this change

New Registered Professional: *(Print name/Company)* _____ License #: _____

New Registered Professional Signature: _____ Date: _____

Existing Registered Professional: *(Print name/Company)* _____ License #: _____

Existing Registered Professional Signature: _____ Date: _____

New Registered Professional Original Stamp