# UNDERGROUND FIRE SERVICE SUBMITTAL CHECKLIST



#### Overview

Getting a permit requires review of many different documents, which are detailed in this checklist.

If you are unsure about any potentially applicable submittal items, please email PermitTech@Sammamish.us or submit for Project Guidance.

#### Code Reference

International Fire Code Adopted SMC 16.05.130

#### **Online Resources**

www.MyBuildingPermit.com Applications & Forms

#### **Questions?**

Contact the Permit Center

# ABOUT THE UNDERGROUND FIRE SERVICE SUBMITTAL CHECKLIST

A fire permit is required for an underground fire service line because it is a critical component of a building's fire protection system, and its installation needs to be carefully inspected to ensure it meets safety standards, provides adequate water pressure for firefighting, and is properly connected to the public water supply, preventing potential hazards in case of a fire emergency; this oversight is achieved through the permit process which includes plan review and inspections by the fire department.

## FEES

#### FEES APPLICABLE TO THIS PROJECT

Fire Sprinkler Supply

Technology Fee – 15%

See current fee schedule

## **ONLINE SUBMITTAL INSTRUCTIONS**

- 1 Create
- Create an account on MyBuildingPermit.com.
  - Select "Apply For Permit". Then select "Sammamish" as the jurisdiction.

#### Select the following:

Application Type	Project Type	Activity Type	Scope of Work
Fire	Any Project	New	Underground
	Туре		Fire Service



Complete & save this form before uploading it in the "File Upload" section along with the required submittal documents.

# SUBMITTAL CHECKLIST: UNDERGROUND FIRE SERVICE



#### **REQUIRED SUBMITTAL ITEMS**

- □ Signed Fire Services Permit Application Form
- Acceptance of Financial Responsibility Affidavit of Applicant Status
- Plans and Calculations

#### **REQUIRED SUPPLEMENTAL INFORMATION**

#### **Other Components**

Supply installed by sprinkler contractor:

Supply installed by other than sprinkler contractor:

Standpipes:

Fire Pump: