

FIRE SPRINKLER 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

International Residential Code SMC 16.20.050

Online Resources

www.MyBuildingPermit.com Applications & Forms

Questions?

Contact the Permit Center

ABOUT THE FIRE SPRINKLER SUBMITTAL CHECKLIST

A permit is required for a fire sprinkler system installation to ensure the system is installed correctly, meets local safety codes, and is properly inspected by qualified professionals.

This ultimately protects lives and property by guaranteeing the system functions effectively in case of a fire; this includes verifying the water supply, sprinkler head placement, and overall system design are compliant with regulations.

FEES

FEES APPLICABLE TO THIS PROJECT

Sprinkler Systems
Technology Fee – 15%

See current fee schedule

ONLINE SUBMITTAL INSTRUCTIONS

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

Application Type	Project Type	Activity Type	Scope of Work
Fire	Any Project	See Below*	Fire Sprinkler
	Type		Systems

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

2025-01-FSPKR Page 1 of 2

^{*} Please select addition, alteration, or new depending on the project.



SUBMITTAL CHECKLIST: FIRE SPRINKLER

REQUIRED SUBMITTAL ITEMS		
	Signed Fire Services Permit Application Form	
	Acceptance of Financial Responsibility - Affidavit of Applicant Status	
	Fire Sprinkler Equipment	
	Specification Sheets	
	Fire Sprinkler Plan	
REQUIRED SUPPLEMENTAL INFORMATION		
Tenant Improvement		
	ant Improvement	
	Number of Devices:	
13 N	Number of Devices:	
13 N	Number of Devices: New System	

2025-01-FSPKR Page 2 of 2