



City of Rialto

Unpermitted Construction Amnesty Application

Application Date: _____

Owner Name _____

Contact Name _____

Mailing Address _____

City, State, Zip _____

Phone Number: _____ Email: _____

Project Address: _____

Location of Project on Property (Site Plan Required): _____

Description of Un-Permitted Construction: _____

Approximate date of Un-Permitted Construction: ____/____/____

Type of Project: Single Family Residential Commercial/ Industrial
 Multi-Family Residential _____ Dwelling Units #

I _____ hereby warrant and represent that I am the Owner or Authorized Agent for the Property/Project described above, and I am formally requesting amnesty in order to legalize the subject un-permitted construction under protection against further penalties. I understand that if approved for amnesty I will be required to complete all the requirements indicated by the City of Rialto to complete the project to final approval and I acknowledge that failure to complete the project may result in continued enforcement efforts. The following must be completed under this program.

- 1) Grant access to City of Rialto Inspectors to perform an initial inspection & Report.
- 2) Abide by applicable notices from the Building Official including Red/ Yellow tags and Stop Work Notices.
- 3) Submit all required plans and documents in order to secure planning and building approvals and a building permit.
- 4) Perform all required repairs or complete work as required within the required time frame in order to obtain final approval.
- 5) Record any documents required under this program within the specified timeframe.

AMNESTY REQUESTED BY- OWNER APPLICANT (circle one):

PRINTED: _____ **DATE:** _____

SIGNED: _____

SUBMITTAL REQUIREMENTS:

1. Site Plan
2. Photos of un-permitted construction
3. Proof of home ownership
4. Authorization statement if applicable (must be notarized)

City Staff Review By; _____	Date: _____
General Amnesty Approved/ Declined By: _____	Date: _____
If declined please state reason _____	
