



## Building and Trade Permits

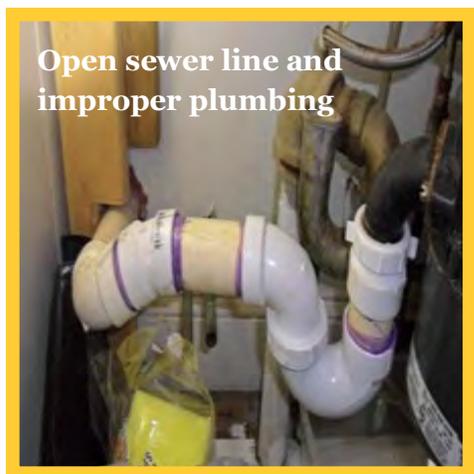
### *Do you know about Fairfax County's Permit Regulations?*

- ◆ A Building Permit is required for all new residential or commercial construction in Fairfax County. Depending on the work being done, corresponding Trade Permits (Plumbing, Electrical, Mechanical) may also be required.
- ◆ While permit requirements will differ based on the scope of work, these are some examples of when a permit is required:
  - ◆ New construction or demolition of a building, addition, or structure, such as a porch, deck, gazebo, pavilion, detached garage, etc.
  - ◆ Interior alterations (i.e. finishing a basement, enlarging a kitchen, converting a storage room to a bedroom)
  - ◆ Alterations involving the removal or addition of any wall, partition or portion thereof, of any structural component, and of electrical, plumbing, or mechanical appliances or equipment (some exclusions apply)
  - ◆ The new installation of an egress window, water supply and distribution system, sanitary drainage system, vent system, electrical wiring, fire protection system, mechanical or fuel-supplied system
  - ◆ Sheds and playhouses over 256 square feet
  - ◆ Retaining walls over 3 feet in height
- ◆ For questions regarding the permit process or for assistance obtaining a permit, please contact **General Permit Applications: (703) 222- 0801, TTY 711**
- ◆ For more information about minimum required yard setbacks or other zoning requirements that may apply, please contact **Zoning Permit Review Branch: 703-222-1082, TTY 711**

Turn Over



## Unpermitted Construction Examples:



To report work performed without permits, contact:  
Fairfax County Department of Code Compliance  
12055 Government Center Parkway, Fairfax, VA 22035  
Phone: 703-324-1300, TTY 711  
Web: [www.fairfaxcounty.gov/code](http://www.fairfaxcounty.gov/code)



To request this information in an alternate format, call the Department of Code Compliance.

*This Fairfax County, VA Publication (published September 2014) summarizes a few regulations. See relevant codes for specific requirements.*