

**CITY OF PALM COAST
ROOFING / RE-ROOFING WORKSHEET
FLORIDA BUILDING CODE
FLORIDA BUILDING CODE/ RESIDENTIAL**

Job Location / Address:

Provide the following information, as applicable:

ROOF SLOPE LESS THAN 2:12: yes _____ no _____

Materials: FYI: Asphalt shingles, metal shingles, clay tiles or wood shakes are not permitted.

Underlayment: Weight _____ # Number of layers _____

Roof covering:

Type: _____

Manufacture's specifications: Provide _____ Shown on plan _____

Manufacture's installation instructions: Provide _____ Shown on plan _____

Florida Product Approval Number _____

Color: _____

Weather protection: Provide positive drainage, flashing(s), coping and roof ventilation, as required by code.

ROOF SLOPE 2:12 AND GREATER: yes _____ no _____

Materials:

Underlayment: Weight _____ # Number of layers _____

Roof covering:

Type: _____

Manufacturer: _____

Florida Product Approval Number: _____

Color: _____

Weather protection: Provide drip edge, flashing(s), coping and roof ventilation as required by code.

INSPECTIONS:

A roof deck nailing affidavit must be submitted prior to requesting the final inspection.

(1) *RE-ROOF FINAL INSPECTION #856*, to be called for when the work is complete.

New construction:

Commercial: *IN PROGRESS INSPECTION #855*, to be scheduled, for when the work is underway.

FYI: The underlayment, flashing(s), and coping, to be in place, at the time of the *ROOF SHEATHING INSPECTION #354*, the permit holder (or representative) must present at the time of inspection.

No specific roofing final required for new commercial or residential projects, roofing will be bundled in with the FINAL COMPLETE BUILDING INSPECTION #999.

IMPORTANT NOTES:

(1) Asphalt shingles must, at a minimum, be attached with four (4) fasteners per strip shingle and two (2) fasteners per individual shingle. *If the manufacturer specifies more stringent fastening, the manufactures specifications shall prevail.*

(2) Product approval information may be found on the roof covering material wrapper.