

Schedule of Inspection: Alterations to or non-material change of use of commercial property

Inspection of Work

When contacting the Building Control department for an inspection it is useful if you can give the following information:

1. The inspection required
2. Preferred time of visit
3. Application number
4. Site address
5. Builders name
6. Contact name and telephone number

This will help the inspector provide you with the best service. It is important that you request all of the relevant inspections for your works so that a certificate can be issued on completion.

Inspections should be booked the day before or no later than 10:00am on the day of the visit by calling 01243 534681.

You or your builder must notify the Council before commencing work and at the following stages:

1. **At commencement and inspection of existing building / structure.**
2. **Pre-plaster when insulation, installed services and fire precautions etc can be inspected / discussed.**
3. **On completion of the work.**

Please note: additional inspections/site visits may be required due to departures from the approved plans or unforeseen circumstances. If at anytime it seems likely that your total chargeable inspection time is going to exceed your quoted inspection fee we will contact you to discuss this.

The following information will be required, where applicable, as the work proceeds.

- If your Full Plans application has been approved with conditions, work should not start on the element to which the condition relates until the outstanding information has been approved, e.g. beams, roof trusses, pre-cast concrete floor systems, etc.
- Additional structural information if required following the exposure of the existing structure.

Planning Permission

Obtaining Building Regulations approval does not constitute an application under the Town and Country Planning Acts and therefore you should ensure that planning permission is not in fact required, or that it has already been granted, before you proceed with your development.