



County of Page, Virginia
Planning & Community Development
103 South Court St., Suite B
Luray, VA 22835

Owners Affidavit

This Document contains important information concerning contractors.

Please read carefully before signing:

Property Owner's Name: _____

Property Address of Project: _____

Tax Map#: _____

Primary Address if different from project address: _____

Phone Number: _____

I am applying for a building permit to lawfully erect a structure on said land and/or to repair or improve said property.

_____ Initial I have listed myself as Contractor on the above project, however, I understand that if, **at any time**, I hire someone else to do any type of work for the building permit which I am requesting, I **am to notify the Department of Building & Zoning**, to advise and provide the contact information of the hired Contractor (name, address, and Contractors License Number).

_____ Initial I understand that before hiring labor to assist with the project for which this permit is being requested, I must verify they are properly licensed to do business in Page County by confirming the following:

- I pay them for this job, either, by contract amount or by hourly rate
- Current/unexpired Page County Contractors License Card (issued by Commissioner of Revenue at time of business license issuance)

_____ Initial Additionally, I understand I am required to verify they have a current Virginia State Contractors License before hiring them if the pay exceeds \$1,000, either by contract amount or by hourly rate.

I understand any false statements or misrepresentation on my building permit application or plan on which permit approval is based may result in the Page County Building Official **REVOKING** my permit.

I hereby certify that I have read and understand the above notice. Furthermore, I understand that hiring unlicensed Contractors is a violation of Section 54.1-115 of the State Code of Virginia, and constitutes the charge of a Class 1 misdemeanor.

Owner (signature)

Owner (print)

Date: _____