



Generator

Are permits required for generator? Why?

Yes, a building permit will be required. Below are a few reasons why permits are required:

- Avoid encroaching on any easement(s)
- Confirm appropriate setbacks are being met.
- Verify that the installation will not negatively impact neighboring properties
- To ensure the installation is done in a structurally safe manner.
- Review for overall compliance with local codes and ordinances: International Residential Code, City of Pearland Engineering Design Criteria Manual, City of Pearland Unified Development Code, and FEMA regulations.

What do I need to acquire the permit?

When applying for the permit, please include the following documentation:

- Site plan or property survey with location of proposed generator
- Generator specifications and plans
- Provide information showing if concrete slab for generator is existing or will be new. If new, provide the concrete details minimum requirements are #3 rebar, 12 inches on center, 2500psi
- Transfer switch authorization from service provider. Typically, this is an email form from Center Point
- Electrical one line diagram showing the location of the automatic transfer switch (ATS)
- Gas line diagram

How much are the permit fees?

Generator permit fees will be \$205.

Electrical permit fee will be \$85.

Plumbing permit fee will be \$85.

Who can apply for the permit?

A registered general contractor is required to apply for the permit. This is to ensure that the contractor performing the work meets the City of Pearland requirements for liability insurance coverage. The ACCORD form should have the City of Pearland listed as the certificate holder.

Homesteaded property owners can also apply for permits to perform the work themselves, or act as the general contractor for the project. Proof of homestead will be required before your permit is issued.

Registered contractors or homesteaded property owners can use the following link to apply: [Community Development \(pearland.tx.us\)](http://pearland.tx.us)