



DEVELOPMENT SERVICES DEPARTMENT TRADE PERMITS

Trade Contractor's

Overview: The purpose of licensing and registration is to insure that Trade Contractors working in the City of Manor meet minimum standards as required by Code to safeguard life, health, property, and public welfare. All Trade Contractors are required to provide proof of experience, pursuant to local requirements and state licensing laws. In order to pull trade permits within the City of Manor, The City must have on file the following:

Electrical Permits:

To obtain an Electrical Permit in the City of Manor the following information must be on file with the city or presented with an application.

- Copy of State of Texas Master Electrician License
- Copy of current State of Texas Driver's license
- Copy of liability insurance

Plumbing Permits:

Only registered Master Plumbers may obtain a City of Manor plumbing permit.

- Copy of current State of Texas Master Plumber's License.
- Copy of current State of Texas Driver's License
- Copy of liability insurance

Mechanical Permits:

Mechanical permits cover refrigeration, heating, ventilating and air conditioning. A mechanical permit would cover kitchen equipment designed to extinguish fires or vent cooking appliances. To obtain a Mechanical permit the following criteria must be met by the Mechanical Contractor:

- Copy of State of Texas Mechanical License
- Copy of current State of Texas Driver's License
- Copy of liability insurance

As the homeowner can I pull my own permits?

A permit may be issued to non-licensed individuals to perform plumbing, electrical and mechanical work within the dwelling premises that they own and occupy. Before beginning any work, the unlicensed person must first sign an affidavit stating that the applicant owns and occupies the structure and is responsible for conducting the work to code specifications, provide proof of ownership from Travis County Appraisal District and pay all required permit fees. Homeowner exemptions do not apply to rental or commercial properties.