



Upload form with permit application in CSS Portal.

AUTHORIZED PERMIT AGENT AFFIDAVIT

(ONE FORM PER PERMIT)

This form may be used by a Georgia State-licensed Qualifying Agent to designate a person as their Authorized Permit Agent to apply for a permit for a project for the State-licensed Company. **This authorization does NOT allow the agent to directly supervise or manage the project or act as the "contractor"** as defined by the State of Georgia under §43-14.

The contractor must submit an original Authorized Permit Agent form for each project for which he/she has designated an individual to pull the permit. The City of Johns Creek requires this notarized form with an **ORIGINAL SIGNATURE** (no copies or faxes accepted), a copy of the contractor's State licenses, and a copy of the driver's license of the authorized permit agent.

DO NOT SEND A COPY OF THIS FORM TO THE STATE LICENSING BOARD.

Name of Qualifying Agent:	
Qualifying Agent State License #: (attach a copy of license)	
Name of Licensed Company:	
Company's State License #: (attach a copy of license)	
Name of Authorized Permit Agent: (attach a copy of driver's license)	

PROJECT INFO (an original form is required for each project):

Contractor company as listed on contract:	
Project Type:	
Project Street Address:	
Suite/Unit #:	

I hereby designate the above-listed Authorized Permit Agent to apply for and obtain the permit(s) for the project listed above. I understand that I may not give permission to the Authorized Permit Agent to direct, manage, control, supervise, nor perform the contracted work. The undersigned, being State-licensed as a Qualifying Agent by the State of Georgia, do hereby affirm and swear, under oath, that all information on this form and on accompanying documents are true and correct.

Original Signature of Qualifying Agent (no stamps or digital signatures)

State of _____ County of _____

SUBSCRIBED AND SWORN BEFORE ME ON THIS THE

(Notary Seal)

____ DAY OF _____, 20 ____

NOTARY PUBLIC

My Commission Expires: _____