



CITY OF SEBASTOPOL
BUILDING DEPARTMENT
 7425 Bodega Avenue
 Sebastopol, CA 95472
 Phone (707) 823-8597
 Fax (707) 823-4703

APPLICATION FOR CITY BUSINESS LICENSE
CITY OF SEBASTOPOL
CONTRACTORS AND SUB-CONTRACTORS

Application is hereby made in accordance with the City of Sebastopol Business License Ordinance for a business license as indicated below:

BUSINESS NAME: _____

ADDRESS: _____

EMAIL ADDRESS: _____

CONTRACTOR'S LICENSE #	CLASS	PHONE#
	YEARLY	QUARTERLY
GENERAL CONTRACTOR – CLASS A OR B	\$104.00	\$39.00
SPECIALTY CONTRACTOR	\$79.00	\$39.00

I certify that I am licensed under the provisions of the State Contractor's License Law and that the license is in full force and effect.

DATE: _____ **SIGNATURE:** _____

NOISE ORDINANCE

I have read Chapter 8.25 of the Sebastopol Municipal Code (on back) and understand the limitations and restrictions placed on construction activity.

DATE: _____ **SIGNATURE** _____

WORKERS' COMPENSATION INSURANCE:

_____ I hereby affirm that I have a Certificate of Workers' Compensation Insurance.

Policy # _____ Expiration Date: _____ Company: _____
 (OR)

_____ I shall not employ any person in any manner so as to become subject to the Workers' Compensation Laws of California.

OTHER INSURANCE

I understand that any work to be performed in or on any City right of way, street, sidewalk, easement or other City-owned property requires me to first obtain an Encroachment Permit from the Engineering Department. I further understand that additional Insurance Requirements must be met prior to issuance of the Encroachment Permit, and that I may obtain information about these requirements from the Engineering Department, 823-2151, Extension 202, or by e-mail to rramirez@cityofsebastopol.org.

DATE: _____ **SIGNATURE** _____

SEBASTOPOL MUNICIPAL CODE

Chapter 8.25 PROHIBIT NOISE DURING CERTAIN HOURS

Sections:

- 8.25.010 Legislative Policy**
- 8.25.020 Findings and Purpose**
- 8.25.030 Limitations**
- 8.25.040 Reserved**

8.25.010 Legislative Policy

It is hereby declared to be the policy of the City of Sebastopol to prohibit unnecessary, excessive, and annoying noises from construction or repair work, subject to its police power. At certain levels, noises are detrimental to the health and welfare of the citizenry and in the public interests shall be systematically proscribed.

8.25.020 Findings and Purpose

The City Council enacts this legislation for the sole purpose of securing and promoting the public health, comfort, safety, and welfare of its citizenry.

8.25.030 Limitations

It shall be unlawful for any person, within a residential zone or within 300 feet thereof, during the days and hours designated below, to perform any construction or repair work on buildings, structures or projects, or to operate any construction type equipment or device, in such a manner so as to generate noise causing a reasonable person of normal sensitiveness residing in the area discomfort or annoyance (except in the case of emergencies or upon advance written approval of the City Engineer when necessary for the convenience of the public).

The following days and hours are those in which the above activities shall be limited:

- Sunday 4:00 p.m. to Monday 7:00 a.m.**
- Monday 8:00 p.m. to Tuesday 7:00 a.m.**
- Tuesday 8:00 p.m. to Wednesday 7:00 a.m.**
- Wednesday 8:00 p.m. to Thursday 7:00 a.m.**
- Thursday 8:00 p.m. to Friday 7:00 a.m.**
- Friday 8:00 p.m. to Saturday 8:00 a.m.**
- Saturday 4:00 p.m. to Sunday 8:00 a.m.**

Upon any of the following designated holidays, the above activities shall be limited for the complete 24-hour period:

1. January 1st
2. The last Monday in May
3. July 4th
4. The first Monday in September
4. November 11th, Veterans Day
6. December 25th
7. The Thursday in November appointed as Thanksgiving Day.

"Emergencies" shall be defined as work made necessary to restore property to a safe condition following a public calamity, or work required to protect persons or property from an imminent exposure to danger, or work by private or public utilities when restoring utility service.