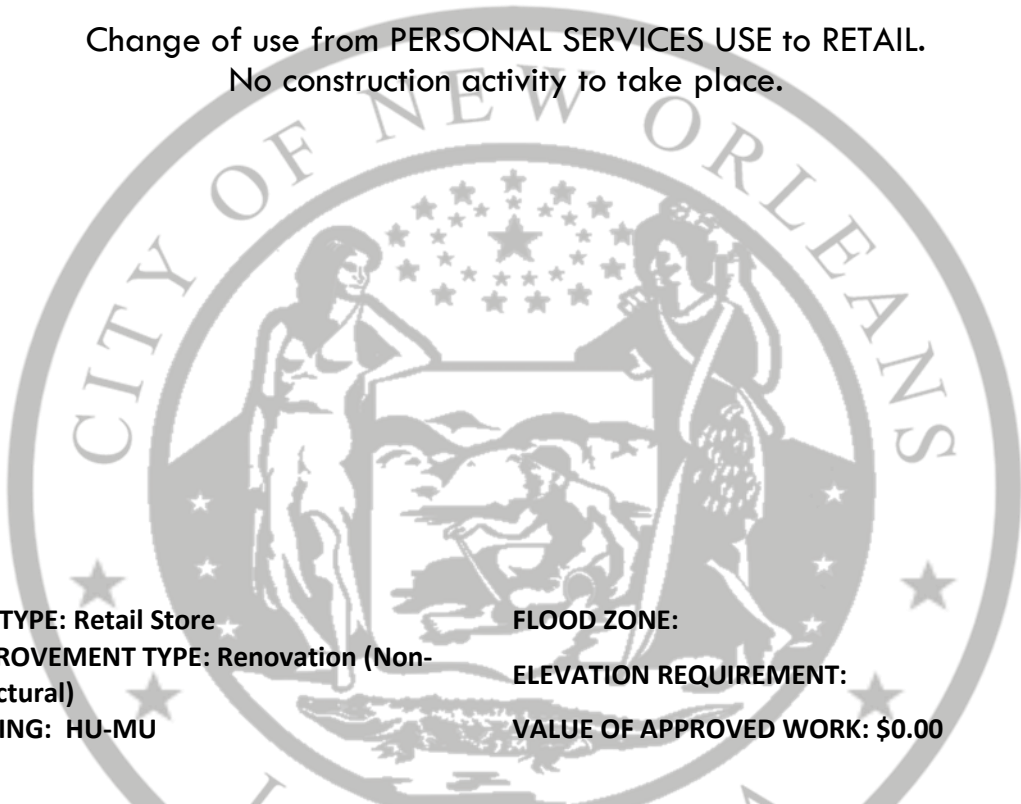


SAFETY & PERMITS

BUILDING PERMIT

DESCRIPTION OF APPROVED WORK

Change of use from PERSONAL SERVICES USE to RETAIL.
No construction activity to take place.



USE TYPE: Retail Store

IMPROVEMENT TYPE: Renovation (Non-Structural)

ZONING: HU-MU

FLOOD ZONE:

ELEVATION REQUIREMENT:

VALUE OF APPROVED WORK: \$0.00

NOT VALID UNLESS POSTED ON SITE

THIS PERMIT MUST REMAIN PUBLICLY POSTED AT ALL TIMES WHILE WORK IS IN PROGRESS

Verify the authenticity of this permit or find more information about the project by visiting nola.gov/onestop or by scanning this code using a smartphone and searching the permit number in the dark blue oval at the top of the page.

This permit conveys no right to violate any provisions of the New Orleans Amendments to the International Building Code or Comprehensive Zoning Ordinance. A permit becomes invalid unless the work authorized by the permit is commenced within 180 days after its issuance, or if the work authorized on the permit is suspended or abandoned for a period of 180 days after the time the work is commenced. This permit conveys no right to occupy any street, alley, or part thereof, either temporarily or permanently. Encroachments on public property must be approved by the appropriate City agency; separate permits must be obtained from other City or State agencies as required by law. This permit is subject to issuance of a final Certificate of Occupancy or Certificate of Completion; otherwise same is null and void. It is unlawful to occupy any building or portion thereof without said certificate.

IT IS UNLAWFUL TO POUR ANY FOUNDATION, CLOSE ANY WALL, OR COVER ANY SPACE WITHOUT PRIOR APPROVAL FROM THE BUILDING INSPECTION DIVISION. FOR INFORMATION OR TO SCHEDULE AN INSPECTION, PLEASE CALL 504-658-7100.

1300 Perdido Street, Room 7W03 • New Orleans • LA • 70112 • (504) 658-7100 • nola.gov/onestop

SOLO EL TRABAJO DESCRITO ANTERIORMENTE PUEDE REALIZARSE LEGALMENTE EN ESTE EDIFICIO



5302 Freret St

22-15997-RNVN

8/17/2022

Applicant:

Campeau Anastasia