



# BUILDING MOVE

THE BOARD OF COUNTY ROAD COMMISSIONERS OF THE COUNTY OF GENESSEE, MICHIGAN

211 West Oakley Street - Flint, Michigan 48503-3995

www.gcrc.org

Phone 767-4920, Extension 246

## SPECIAL TRANSPORTATION OR BUILDING MOVING PERMIT

(For movement on streets or roads under the jurisdiction of the Genesee County Road Commission)

APPLICANT PHONE NO. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

MOVING PERMIT NO- \_\_\_\_\_  
FEE \_\_\_\_\_ DATE \_\_\_\_\_  
CERTIFICATE OF INSURANCE \_\_\_\_\_  
FIELD CHECKED \_\_\_\_\_  
DEPOSIT REQUIRED \_\_\_\_\_ INSPECTOR \_\_\_\_\_ DATE \_\_\_\_\_  
DATE \_\_\_\_\_

Permission is hereby granted, subject to all provisions, conditions, restrictions, and responsibilities as listed on the reverse side of this permit to move the following described vehicle(s) or load.

Nature of Load \_\_\_\_\_ Weight \_\_\_\_\_  
From \_\_\_\_\_ To \_\_\_\_\_  
Via \_\_\_\_\_

Date of Movement \_\_\_\_\_ 20 \_\_\_\_\_ Daylight Hours Only  
Overall Width \_\_\_\_\_ Height \_\_\_\_\_ Length \_\_\_\_\_  
Vehicles to be used: ( ) Truck-Tractor ( ) Trailer ( ) Other \_\_\_\_\_  
License Numbers: Truck-Tractor \_\_\_\_\_ Trailer \_\_\_\_\_

**TO BE COMPLETED WHEN PERMISSION IS GRANTED TO MOVE A BUILDING (Loads over 14' width require police escort.)**

Type of Building: Frame ( ) Shell ( ) Other ( ) \_\_\_\_\_  
Movement of Building: From \_\_\_\_\_ To \_\_\_\_\_  
Origin Destination

SPECIAL PROVISIONS: (see reverse side) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**\*SPECIAL PROVISIONS FOR HOUSE MOVES\***

All vehicles and equipment shall be equipped with flags and flashing lights and must be accompanied by a Police Escort. The Applicant must contact all City and Township Authorities on the proposed route. The Applicant must contact all Utilities and the Genesee County Road Commission Sign & Signal Department 3 days prior to the date of move. G.C.R.C. Phone Number: 810-767-4920.

\_\_\_\_\_  
(Applicant's Signature)

Permit Granted \_\_\_\_\_

Director Manager

(over)