Permit Fee Schedule

NOTICE: The Clatsop County Board of Commissioners approved a new permit fee schedule for the Building Codes Division. These new fees will take effect July 1, 2022 and will be posted on this page on that date. Projects permitted before July 1st will not be subject to the new fee schedule.

Under Oregon law, local building permit services must be entirely fee-supported. Since 2012, revenue from permits has been insufficient to cover the costs of permit processing and inspections in the Clatsop County office.

The Building Official shall make the determination of value or valuation of the project. The value to be used in computing the building permit and plan review fees shall be the total value of all construction work as well as all finish work, painting, roofing, electrical, plumbing, heating, air conditioning, elevators, fire-extinguishing systems and other permanent equipment. It also includes the contractor's profit which should not be omitted. Actual fees are determined by the Building Official based on valuation of the project. The Division policy as established by the Building Official for determination of the valuation of the project is based on the cost per square foot (published by the International Codes Council) or contractor's valuation.

Structural (Residential, Commercial & Industrial) Permit Fee Schedule Structural/Building Permit Application **Electrical Permit Fees Electrical Permit Application Plumbing Permit Fees** Plumbing Permit Application **Mechanical Permit Fees Mechanical Permit Application** Solar Structural Installation Permit Fee **Renewable Energy Electrical** Fire Suppression Systems Fee Schedule NFPA 13-D Residential Fire Protection System Permit Fees Manufactured or RV Park Development Permit Fees Medical Gas & Process Piping Permit Fees Other Inspections and Fees Packet to construct an Accessory Structure How are (new) Dwelling Permit Fees Calculated New Dwelling Permit Application Packet Manufactured Dwelling Placement Permit Fees Packet for Manufactured Dwelling Placement