

Bradley Beach Borough | Construction Permit

20190116 - Open

Last Updated: 04/30/2019 01:06 PM

306 Monmouth Ave

Work Type: New

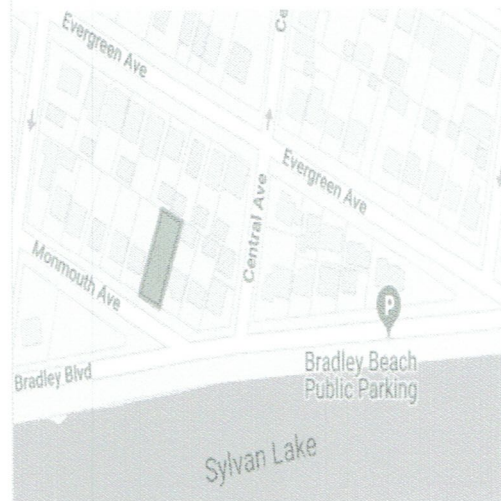
Status: Open

Watch

New | 20190116

Permit Number	13064 , 20190116
Location	306 MONMOUTH AVE
Property (Block/Lot)	<u>78 - 14</u> (https://www.sdlportal.com/towns/nj/m
Work Type	New
Status	Open
Plan Review Status	

Location: 306 Monmouth Ave



monmouth/brac

Block: 78 Lot: 14 Qualifer: None

Details

Description	
Comments	NEW 2 CAR GARAGE WITH APARTMENT
Use Group	
Subcodes	Building, Electrical, Fire, Plumbing, Mechanical
Related Permits	None

Images

 Contact

Agent Name	COASTAL DEVELOPMENT CO.
Address	284 PARK AVENUE
City	OAKHURST, NJ 07755
Owner	COTLER, BETH E 306 MONMOUTH AVE, BRADLEY BEACH 07720


 Fees

Total Construction Costs	\$101000
Permit Fee	\$0
DCA/State Fee	\$48
Total Due	\$48
Total Paid	\$48
Remaining Balance	\$0

 Timeline

Last Updated	04/30/2019 01:05 PM
Submitted	04/05/2019 08:22 AM
Issued	04/30/2019
Closed	
Denied	

 Permit Data

 Permit Status History (2)

Status	Updated	Duration (days)
Under Review	04/05/2019 08:33 AM	0
Open	04/30/2019 01:00 PM	25

 Inspections (0)

 Attachments (0)

 Permit Subcodes

Zoning Applications (4)

Date	Number	Applicant	Permit Number	Zone	Use	Decision	Decision Date	Work
8/6/2018 2:21 PM	ZA-18- 0130	COTLER, BETH E		R-1	(None)	Approved	9/26/2018	“Demolish existing single story garage, ??? level garage, ??? 2nd floor. One bed room apartment.”
7/20/2018 2:57 PM	ZA-18- 0130	COTLER, BETH E		R-1	Single- Family Residential	Denied	8/1/2018	DEMO EXISTING SINGLE STORY GARAGE AND BUILD NEW TWO STORY STRUCTURE, GROUND LEVEL GARAGE AND 2ND STORY ONE BEDROOM APARTMENT.
4/23/2012					(None)	Denied	4/23/2012	Installation of inground swimming pool 10x32 - 3 1/2' - 6' deep; proposed pool heater; existing 4' chain link fence; 6' PVC + 6' wood fence;
2/7/2012		same			(None)	Denied	2/21/2012	Install Hot Tub in a cutout of existing Deck

Building Subcode



Plumbing Subcode



Electrical Subcode



Fire Subcode



Mechanical Subcode

