



CITY OF FAIRMONT – 100 Downtown Plaza – Fairmont, MN 56031
www.fairmont.org + citygov@fairmont.org

Phone (507)238-9461

Fax (507)238-9469

OVERSIZED LOAD PERMIT APPLICATION

A moving permit is required to move any structure into, out of or within the City of Fairmont
TO BE SUBMITTED 7 BUSINESS DAYS PRIOR TO MOVE DATE

Owner of Structure _____

Address _____

Phone _____ Cell _____ *Email _____

*one email address is required

Licensed Moving Company _____ License # _____

Address _____

Phone _____ Cell _____ *Email _____

*one email address is required

Date of Move _____ Time of Move _____ Building Permit # _____

Move to Address _____

Type of Structure: (circle one) Residential Commercial Garage Other _____

Size of Structure: Height _____ Width _____ Length _____ Square Feet _____ # of Stories _____

Notify the Following: (check off when complete)

Cable Company _____ Requirements _____ Telephone Company _____ Requirements _____
Electric Company _____ Requirements _____ City Street Dept. _____ Requirements _____
Building Inspector _____ Requirements _____ City Engineer _____ Requirements _____
Martin Cty Sheriff _____ Requirements _____ Fairmont Police Chief _____ Requirements _____

By accepting a Structure Moving Permit, the applicant agrees to pay any claims for personal injury or property damage which may occur in connection with operations under the permit, and in the event any claim is made against the City of Fairmont, or any department, officer, or employee thereof, though, by reason of or in connection with any act or omission, the applicant shall defend, indemnify, and hold them and each of them harmless for any claim(s).

I hereby apply for a permit and attest to the following:

- All information on this application is complete and accurate.
All work will comply with the Conditions of Permit, Fairmont City Code, and Minnesota State Building Code.
Work will not start without an approved permit
All work will be done according to plans approved by the City of Fairmont when approved plans are required.
Erosion and sediment control, when applicable, will be installed before starting work.
All expenses associated with altering utility locations, escort, traffic control, or other moving related expenses will be billed to applicant.
I agree to repair at my own expense and to the satisfaction of the City Engineer, any damage to street, structures, signs, etc. which are caused as a result of this structure move. The work of repair may be done by the City of Fairmont and cost charged to and paid by me.

Applicant Signature _____ Date _____

Print Name _____ Applicant is (circle one) Owner Contractor Moving Company

Approved by _____ Date _____

City Engineer

Structures larger than 12 feet high, 14 feet wide, and 25 feet long \$80.00 Paid _____
Building or structures smaller than size indicated above \$40.00 Paid _____

ATTACH MAP SHOWING PLANNED MOVEMENT ROUTE AND PERMIT FEE

SUBMIT TO: ENGINEERING DEPARTMENT, CITY OF FAIRMONT, 100 DOWNTOWN PLAZA, FAIRMONT MN 56031

INSTRUCTIONS FOR OVERSIZED LOAD PERMIT

A moving permit is required to move any structure into, out of, or within the City of Fairmont. A moving permit cannot be issued until all required approvals and notifications have been completed.

CONDITIONS OF PERMIT:

1. **A structure inspection must be completed prior to issuance of moving permits.**
 - a. Building destination within city limits. The building must be inspected and approved by a city building inspector, a site plan submitted, and building permit issued.
 - b. Building destination outside city limits: the foundation must be inspected and a demolition permit issued.
2. **Permission for movement** over roads other than city streets must be obtained for authorities under whose jurisdiction such roads come. A traffic control plan may be required.
3. **Condition of structure:**
 - a. Building must not be in such state of deterioration or disrepair, or structurally unsafe, that it would constitute a danger to persons or property in the city.
 - b. Building must not be structurally unsafe or unfit for the purpose for which moved, if the destination is within the city.
 - c. The Building must not be in substantial variance with either the established or expected pattern of building development within the destination neighborhood. Comparative age, bulk, architectural style and quality of construction of both the building to be moved and the existing buildings shall be considered.
4. **Payment of taxes.** It is unlawful to move any building (including a manufactured home) if the point of origin and/or destination is within the city, regardless of the route of movement, without having paid in full all real and personal property taxes, special assessments, and municipal utility charges due on the premises of origin, and filing written proof of such payment with the city.
5. **Appropriate utilities and government agencies must be notified.** Before permit will be issued, verification is needed for disconnection of cable, telephone, sewer, water, and gas; and route approval by the Fairmont Police, Martin County Sheriff, City Engineer, and overhead wire service companies.
6. **Structures over 12 feet wide shall be moved only by state licensed moving contractors.** Contact the State of Minnesota at (651)366-3680 to obtain the names of those contractors. A permit may be issued to the building owner if building is less than 12 feet wide.
7. **Requirements for moving vehicle:**
 - a. Proof of insurance is required.
 - b. A police escort or a certified pilot/escort driver (in accordance with MN Statute 7455), may be required. Coordinate with City of Fairmont, Engineering Department to determine if escort is necessary,
 - c. Moving equipment must be mounted on pneumatic tires
 - d. Load limit is not to exceed any state, county, or local laws.
 - e. No movement shall be made when roads are soft, wet, slippery, or if visibility is poor.
 - f. No movement is allowed on holidays or holiday weekends.
 - g. Movement shall be during daylight hours only unless specifically stated otherwise on application and approved.
 - h. Comply with all rules on bridges or underpasses over or under where travel is planned and assume all risks relative thereto. No signs, guard rails, or other city or private property shall be moved unless written authority is given.
 - i. Red, yellow, or orange flags at least 18 inches square must be placed at the extreme tip of the overhand when a vehicle or its load exceeds 9 feet in length
8. **Completion of application.** Application needs to be completed **SEVEN** business days before the structure is to be moved.

FEE SCHEDULE

Structures larger than 12 feet high, 14 feet wide, and 25 feet long
Structures smaller than the size indicted above

\$ **80.00**
\$ **40.00**

OVERSIZE LOAD PERMIT CONTACTS

CABLE

Midcontinent Communication
924 Lake Avenue
235-6772

TELEPHONE

Frontier Dept
507/236-0499

ELECTRIC

City of Fairmont
1120 Marcus Street
Contact: Marty Meixell @ 236-2581
mmeixel@fairmont.org

Federated Rural Electric
728-8366 or 847-3520

CITY PARKS/STREET DEPT

Parks / Street Dept
417 East Margaret Street
Contact: Nick Lardy @ 236-4946
nlardy@fairmont.org

BUILDING INSPECTORS

City of Fairmont
100 Downtown Plaza
Contact: Terry Tonneson @ 238-3931
ttonneson@fairmont.org
Doug Harstad @ 238-3947
dharstad@fairmont.org

FAIRMONT POLICE DEPT

201 Lake Avenue
Contact: Michael Hunter @ 238-4481
mhunter@fairmont.org

MARTIN COUNTY SHERIFF

(performs escort within city limits and on hwy)
201 Lake Avenue
Contact: Jeff Markquart @ 238-3166
jeff.markquart@co.martin.mn.us

MINNESOTA STATE PATROL

(only needed if route travels on St Hwy System)
Mankato District
2171 Bassett Drive
Contact: Jeremy Geiger @ 344-2760

CITY ENGINEER

City of Fairmont
100 Downtown Plaza
Contact: Troy Nemmers @ 238-3942
tnemmers@fairmont.org

COUNTY ENGINEER

Martin County Highway Dept.
1200 Marcus Street
Contact: Kevin Peyman @ 235-3347
kevin.peyman@co.martin.mn.us