

Contractor Registration Requirements

Type of Contractor	Bond	Liability Insurance	Contractor Fee	City Registration In Addition To State License Or Registration
General Contractor Type I		\$300,000	YES	YES
General Contractor Type II \$30,000 Limit	\$20,000		YES	YES
Roofing Contractor		\$300,000	YES	YES
Landscape Irrigator	\$20,000		YES	YES
Sign Contractor	\$20,000		YES	YES
Swimming Pool & Spa Contractor	\$20,000		YES	YES
Water Treatment Equipment Installation Contractor	\$20,000		YES	YES
House Moving Contractor	\$20,000		YES	
Electrical Contractor		State Required Minimum	YES	YES
Plumbing Contractor		State Required Minimum	NO	YES
With Medical Gas Endorsement (MGE)		State Required Minimum	NO	YES
HVAC Contractor		State Required Minimum	YES	YES
Electrical Sign Contractor		State Required Minimum	YES	YES

Footnotes:

- 1. General Contractor “Type I”:** No dollar limit on projects.
- 2. General Contractor “Type II”:** Any General Contractor who is registered as a Type II Building Contractor may not do any remodel; add on, repair or combination of these to any one building or structure of more than \$30,000 (thirty-thousand dollars) in one calendar year beginning from the end of the project and last inspections.
 - (a.) The building contractor shall provide a cost estimate for each job. It shall be at the discretion of the building official to settle any discrepancy as determined by him/her.
- 3. General Liability Insurance requirements for contractors:** Prior to being registered, and prior to each registration renewal period, each contractor must provide a standard insurance certificate to the Building Department that demonstrates liability insurance coverage in the following amounts, and that otherwise complies with the following:
 - (a.) Minimum of three hundred thousand dollar (\$300,000.00) per occurrence (combined for property damage and bodily injury.)
 - (b.) Minimum of six hundred thousand dollar (\$600,000.00) aggregate (total amount the policy will pay for property damage and bodily injury coverage.)