Hold Harmless & Change of Architect of Record RE: Property Located at ___ Date: Folio No & Legal Description: Property Address: Gentlemen: As legal owner of subject property, I request a Change of Architect for permit number for the following reason: . Issued to Date of last Inspection: We no longer authorize the current Architect to proceed with the work covered by the plans and permit. We hereby authorize this new Architect: License No.: to apply for such permits as to complete the construction on the subject property. We agree to hold the Town of Golden Beach, its agents and authorized personnel harmless and relieve them from any responsibility or liability for any legal action or damage, cost or expense (including attorney's fee) resulting from this change of Architect for our existing permit plans. We furthermore assume the responsibility for the correction, if required, of work performed under the permit for which we are requesting the change of Architect. OWNER: **Current Architect of Record:** Authorized's Name Architect's Name Architect's Signature: License No.: ____ Authorized Signature (seal) State of _____, County of _ State of _____, County of ___ The person whose signature appears The persons whose signatures appear above Depose that they are the legal above Depose that they are the Architect Owner's of the above property for the Architect of Record. Sworn to & Subscribed Sworn to & Subscribed Before me this ____ day of _____20___ Before me this___, day of ____, 20 ____ Notary Public State of ____ at Large Notary Public State of _____ at Large Personally known Personally known Produced Identification Produced identification **New Architect of Record** Architect's Name Architect's Signature _____, County of ___ The persons whose signatures appear above Depose that they are the Architect for the New Architect of Record **ACCEPTED & APPROVED BY:** Sworn to & Subscribed TOWN OF GOLDEN BEACH BUILDING DEPT Before me this ____ day of ____ 20__ Notary Public State of _____ at Large Personally Known Produced Identification