



# Swimming Pool Permit Requirements

Submit all application materials to: [permits@montgomeryil.org](mailto:permits@montgomeryil.org)

Complete ALL yellow highlighted sections of the Permit Application and submit with the following:

Julie Dig # (Call 8-1-1 or online at <https://www.illinois1call.com/>)

In description on permit, include the dimensions/diameter and height and if it is above or in-ground.

Contractor: List the company name -or- put "Home Owner" if doing yourself. (Great Escape is not a contractor)

Plat of Survey/As Built drawing with proposed pool location and electric/gas lines marked (the Plat looks like a map of your property, you got this at closing when you purchased the home.)

Filter/Pump/Heater Documents as described below.

Contact your HOA (if applicable)

Please note: We cannot process an application without the above information and the Julie dig number (DO NOT LEAVE BLANK). Please work with your contractor to obtain this number before applying.

## All Applications must include:

- A copy of the heater, pump & filter model information- Usually this comes in the packet of info from the purchase of the pool. (Typically has pictures of the pumps, filters along with model numbers, this is what we are looking for).

## General Requirements:

- No pool permitted in any type of easement and must meet individual property setback requirements.
- Above ground pools higher than 48" tall do not require a fence but must have a removable/collapsible ladder
- Pools below 48" tall will require a fenced yard with a self-closing latched gate.
- Must be at least 7' away from any lot line (and not in easement), including a deck if present.
- Must be located at least 5' away from any underground electric line and not below overhead power lines.
- No extension cords may be used to supply power to a pool.

## Inspections Required:

### In-Ground Pools:

- Pre-Pour & Bonding Ring
- Backfill/Trench
- Final

### Above Ground Pool

- Trench (After electric/gas lines are laid in the trench before they are buried.)
- Final