



ROOF & DRIVEWAY INFORMATION

Roofing

If you are reroofing more than 20 square feet of your roof, the project requires a [building permit](#).

If the project results in a substantial change in color or style or when it fails to match the roof of the primary building, the project requires approval from the [Architectural Review Committee \(ARC\)](#).

Using a Dumpster?

- The open placement of a refuse receptacle shall require a permit. The refuse receptacle is permitted for sixty (60) days upon the issuance of an [unenclosed storage permit](#).
- [Payment of a fee](#) is required.
- The Village has the discretion to authorize one additional sixty (60) day extension, upon application and payment for an additional [unenclosed storage permit](#).
- No more than one refuse receptacle permit may be applicable to any single property at any one time.
- The refuse receptacle may not be placed in the street or in the yard. The dumpster must be placed in the driveway of the property where the work is being completed.
- No more than two total refuse receptacle permits may be issued in any twelve (12) month period unless such additional permit is approved by the [Architectural Review Committee](#).

Driveways

An impervious surface is an area that is covered by water-resistant materials such as asphalt, concrete, and rooftops that inhibits the natural infiltration of water into the soil. Bayside requires an Impervious Surface Permit for an area that is over 150 square feet.

The total square footage of a property that can be covered in an impervious surface is based on which residential district the property is in. Please refer to the [Zoning Map](#) to determine your property's designation and the chart below for the maximum impervious surface allowed.

A	25%
B	35%
C	40%

Helpful Links

- [Fee Schedule](#)
- [ARC Application](#)
- [Diggers Hotline](#)
- [SAFEbuilt](#)
- [Impervious Surface Permit](#)
- [Bayside Building Services](#)
- [Building Information Sheets](#)
- [Building Permit](#)
- [Municipal Code](#)