

December 2021 Building Activity Report

Note: Any time multiple permits of the same category exist on a single site, the aggregate value of the permits is displayed.

Legend

Industrial

Job Value

- <\$50,000
- \$50,000- \$500,000
- >\$500,000

Commercial

Job Value

- <\$50,000
- \$50,000- \$500,000
- >\$500,000

Residential

Job Value

- <\$50,000
- \$50,000- \$500,000
- >\$500,000

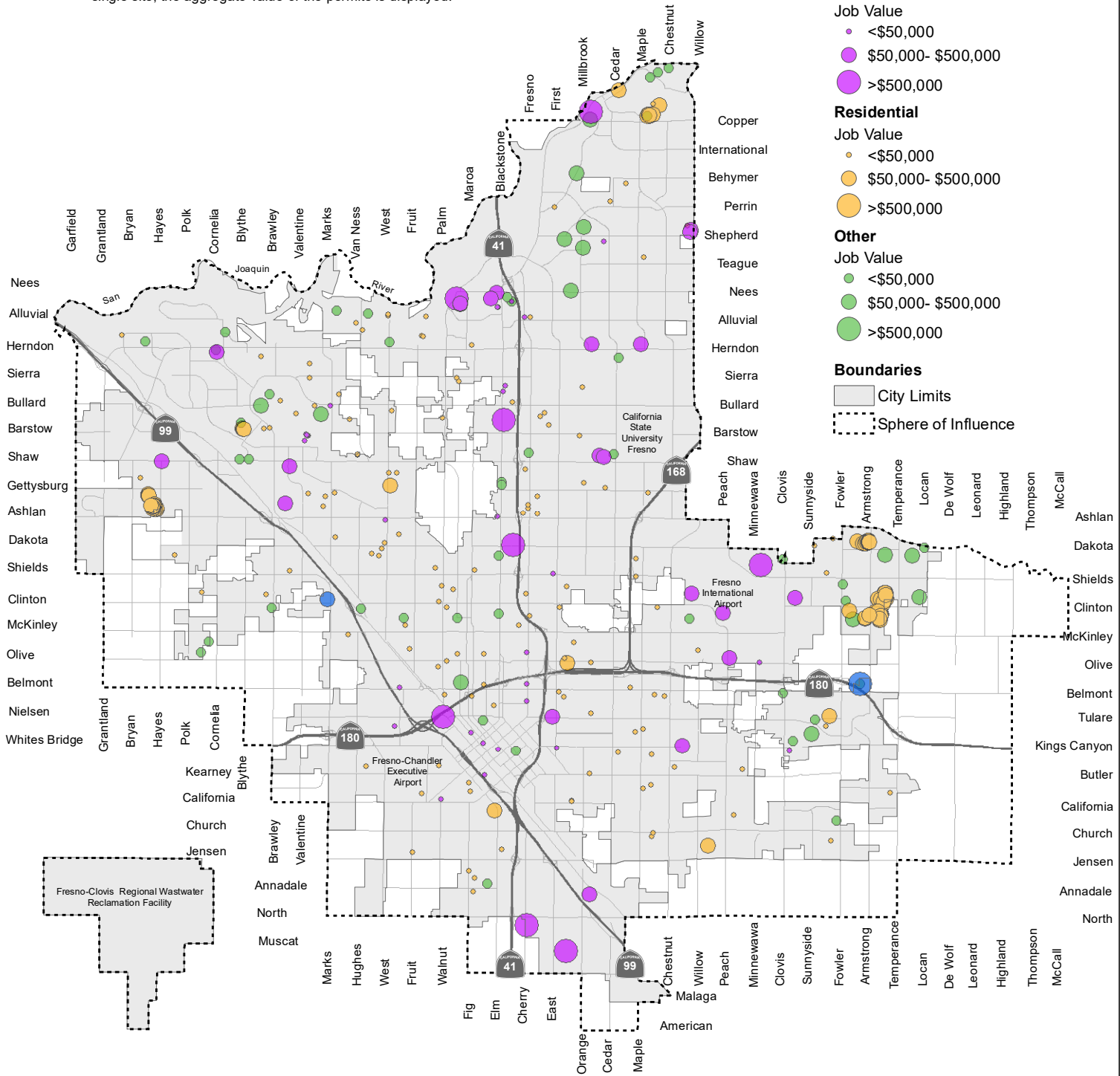
Other

Job Value

- <\$50,000
- \$50,000- \$500,000
- >\$500,000

Boundaries

- City Limits
- Sphere of Influence



RESIDENTIAL Category Includes: Single Family or Duplex (1A), Multi-Family (1B), Hotels/Motels (1C), Rest Home/Assisted Living (1D), Mobile Homes (1E), Single Family Add-ons, Alterations or Repairs (10A), Multi-Family Add-ons, Alterations or Repairs (10B), Mobile Homes, Add-ons, Alterations or Repairs (10J), Multi-Family Reroof (10G), Single Family Reroof (10H), COMMERCIAL Category Includes: Parking Garages (3A), Repair Garages (3B), Retail Sales (3C), Restaurants/Cafes (3D), Professional Buildings (3E), Shell Buildings (3F), Day Care Facilities (3G), Commercial Carport (3H), Commercial Additions (10C), Commercial Alterations (10D), Commercial Reroof (10F) INDUSTRIAL Category Includes: Industrial Storage (4A), Industrial Manufacturing (4B), Industrial Additions, Alterations or Repairs (10E), OTHER Category Includes: Hospitals (5), Educational Buildings (6), Recreation/Amusement (7), Religious Buildings (8), Assembly Buildings (9), Foundation Permits (13), Grading Permits (14), Public Swimming Pool (2A), Private Swimming Pool (2B), Private Garages/Carports (2C), Signs (2D), Commercial Miscellaneous (2E), Temporary Structures (2F), General/Miscellaneous Add-ons, Alterations, or Repairs (10I)

Source: Permit data provided by the City of Fresno Building and Safety Division. All other information provided by City of Fresno GIS. Disclaimer: This map is believed to be an accurate representation of the City of Fresno GIS data, however we make no warranties either expressed or implied for correctness of this data.

