

## **REGULATIONS FOR INTERIOR MODIFICATIONS**

March 8, 2022

Interior Modifications, renovations or changes to a unit are defined as the process to make the form, nature, content of something different from what it is or would be if left alone. To restore, transform or convert to new or better condition. All work must be in adherence to current local and state construction codes. Any and all Contractors are required to be State Licensed and Insured.

1. As per Monroe Township, the Unit Owner is responsible to obtain the required permits for Structural, Electrical, and Plumbing changes or installations. Your contractor may elect to fill out and file the permit application with Monroe Township for the unit owner as their full name of business, address and license number is required.
2. Types of interior renovations or modifications that require a CCA application can be but are not limited to:
  - a. Kitchen/Bathroom cabinet or counter top relocations
  - b. Sink, toilet and shower removals and relocations
  - c. Drywall removal and reinstallation
  - d. Interior wall or load bearing wall removal
  - e. Subflooring replacements
3. The following require a CCA application and Monroe Township permit. If emergency installs or work is done, it does not negate the requirements of an application or permit.
  - a. Water heater with leak breaker
  - b. Any and all electrical work
  - c. Any and all plumbing work including dishwasher installs
4. Types of interior renovations or modifications that do not require a CCA application but must be done by a licensed and insured contractor can be but are not limited to:
  - a. Painting interior walls
  - b. Installing new carpeting or flooring
  - c. Replacements – these replacements must be same for same (one item is replaced with the same but newer item in the same place). When making these replacements, notifying your section is necessary as noted in your Master Deed and By Laws.

**It is for your safety and the safety of your neighbors that you adhere to these rules.**