



BUILDING OWNER'S ASBESTOS ABATEMENT PROJECT MANAGER WAIVER APPLICATION

Submit form to:
Permit Coordinator
Colorado Dept. of Public Health
and Environment
APCD-SS-B1
4300 Cherry Creek Drive South
Denver, CO 80246-1530
Phone: 303-692-3100
Fax: 303-782-0278

Building Owner _____
Street _____
City _____ State _____ Zip Code _____
Phone Number _____

Building Name _____
Street _____
City _____ State _____ Zip Code _____
Abatement Contractor _____ GAC# _____

Project Manager Waiver

Colorado Regulation No. 8, Part B, requires that project managers be used to monitor asbestos abatement projects in which the amount of friable asbestos containing material exceeds 1000 linear feet or 3000 square feet. This requirement may be waived if the contractor performing the abatement has a history of compliance with Regulation No. 8, or if the building owner can demonstrate that this requirement is overly burdensome or not feasible by providing a written explanation below.

Check which condition applies:

- The abatement contractor has informed me that they have fewer than two compliance determinations with a finding of guilty in the preceding two years.
- For the above project, the project manager requirement is overly burdensome or not feasible. I request a waiver from the project manager requirement for the following reason(s). Please attach additional pages if necessary.

I understand that use of a Project Manager is an effective means of ensuring the project is properly conducted in compliance with applicable regulations.

I, the undersigned, hereby certify that the aforementioned statements requesting the waiver are true to the best of my knowledge and request that the requirement for a project manager be waived for the duration of this asbestos abatement project.

Building Owner or Legal Agent (*print name*)

Signature

Title

The foregoing instrument was acknowledged before me this (*month/day/year*) _____

My commission expires (*month/day/year*) _____

Witness my hand and official seal.

Notary Public (*sign*)