

Town of Seabrook Island

2001 Seabrook Island Road
Seabrook Island, SC 29455

Phone: 843-768-9121

Fax: 843-768-9830

8 a.m. to 4 p.m.

Annual Business License

Every person engaged or intending to engage in any calling, business, occupation or profession within the Town limits must obtain a Seabrook Island business license.

Please be advised business license vehicle stickers are required on all employee vehicles and company vehicles. The cost of the business license sticker is **\$1.00** per vehicle. Business License decals should be affixed to the left side of front windshield.

Class 8

General Contractors and Sub-Contractors

- A minimum license is required for all Contractors and Sub-Contractors before giving estimates or proposals of work or purchasing security passes
- When applying for a business license, proof of insurance is required for all contractors and sub-contractors. General Liability is a minimum requirement and a Certificate of General Liability must be provided. When State law requires Workers Compensation insurance coverage, a Certificate of Workers Compensation should also be provided.
- General Contractors constructing "Spec Houses" for the purpose of real estate sales are required to maintain a Class 7 business license and report on the gross sale amount for licensing purposes.

CLASSES 1 --7

Complete financial sections A-C of the application form based on the previous years income.

If you are unable to determine the proper licensing class, please refer to the business license of the prior year or call the Town Hall (843) 768-9121.

Rates Established Section 21

<u>BASE FEE</u>		
Gross Income	\$0 -- \$2,000.00	Over\$2,000 ---1 Million
CLASS		RATE PER THOUSAND
1.	\$40.00	\$1.75
2.	\$45.00	\$2.00
3.	\$55.00	\$2.25
4.	\$60.00	\$2.75
5.	\$65.00	\$3.00
6.	\$70.00	\$3.25
7.	\$80.00	\$3.50
8.	\$80.00	\$2.00

Applications received after **January 31st** are subject to a 5% late penalty based on the total license fee.

****Business License Application is on reverse side of Rate Sheet**