

Change of Address Notification

****Please be advised that ALL change of addresses that take place within the city limits of Brookhaven will need to be pre-approved by the Zoning Department to determine if business operations may continue at the new location.**

Moved Business	<input type="checkbox"/> Moved outside of Brookhaven city limits		<input type="checkbox"/> Moved within Brookhaven city limits	
	Owner/Applicant Name:		Owner/Applicant Address:	
	Business/Corporation Name:		DBA Name:	
	Dominant Business Activity:		License #:	
	Old Address/Location:		Date Moved:	
	Old Bill To/Mailing Address:			
	New Address/Location:		Telephone Number:	
	New Bill To/Mailing Address:			

****Financial Information below must be completed for all businesses that have moved outside of the city limits of Brookhaven.**

Financial Information	Please list below the actual gross receipts and number of employees in the Brookhaven office of the year in which the business has moved outside of the city limits of Brookhaven (From January 1 st of the current year until closed/sold/moved out of Brookhaven).	
	Georgia Open Records Act prohibits public viewing of gross receipts. The public may view other information on this form.	
	Yearly Actual Brookhaven and Georgia Gross Receipts	\$ _____
	Yearly Actual Brookhaven Employees (at least one, includes owner/operator)	# _____

Signature _____ Position _____ Date _____

**If your change of address is approved by the Zoning Department, the Finance & Administration Department will mail you a revised occupational tax license. If your change of address has been denied due to zoning issues you will be notified.

OFFICE USE ONLY:	Class _____ Type _____ H.O.P. _____ District _____ Lot _____ Block/Parcel _____	Zoning:
Approved by _____	Denied by _____ Date _____	Denial Reason _____
Pending Items:	C.O. _____ Fire _____ Health _____ Sanitation Service _____ State License _____ Insurance _____ Police _____ Other _____	
Business License Items:	Primary ID# _____ Owner's ID# _____	Bill to ID# _____