Contractor & Plumber Registration

All Contractors and Plumbers are required by City Code to register with the City of Albion before obtaining permits and performing work.

Plumbers License Information

Plumbers wishing to perform work in the City of Albion must first obtain a plumbers license.

Annual license requirements as set by the Albion City Council are:

- \$10,000 Corporate Surety Bond;
- Current Insurance Certificate General Liability of at least \$100,000 per incident;
- \$50.00 Application Fee; and,
- Signed Acknowledgement regarding Albion City Code requirements.

Plumbers license application/renewal form is linked below. Please return to City Hall or email to inspector [at] cityofalbion-ne.com.

If you will be doing any type of work that is going to affect Albion's water, sewer, or streets please contact us at: 402-395-2428 to make sure proper procedures are followed.

Plumbers License Application

Plumber's License Application From 137.52 KB

Contractor Registration Information

Contractors wishing to perform work in the City of Albion must first register with the City.

The City maintains this registration by category and makes the database available for citizens seeking contractors in the area.

Annual registration requirements as set by the Albion City Council are:

- Current Insurance Certificate General Liability of at least \$500,000 per occurance;
- \$50.00 Registration Fee;
- Workers Compensation Proof of Insurance, of Proof of Exemption from Nebraska Dept of Labor; and,
- Signed Acknowledgement regarding Albion City Code requirements.

Contractor Registration application/renewal form is linked below. Please return to City Hall or email to inspector [at] cityofalbion-ne.com.

If you will be doing any type of work in Albion please contact us at: 402-395-2428 to make sure proper procedures are followed.

Contractor Registration Application

Contractor Registration Form 571.96 KB

Supporting Documents

Plumber's License Application From 137.52 KB

Contractor Registration Form 571.96 KB