

General Building Badge, Key and Parking Access Request

General Information										
Employee Name:				UNID	:					
Building Address:				Depa	rtment:					
Supervisor Name:				Supe	rvisor Phone #:					
Physical Key Request										
Rooms/Suites:					# of Keys to be N	/lade:				
Key(s) Assigned To: (sign)										
Key Received By: (print)										
Property Manager's Signatur	e:					Dat	e:			
Chartfield/Chargeback Code:	BU	OrgID Fund		tivity	F\ Account	Cos	:t:			
**Please Note: Standard key requests cost a minimum of \$15/key. ASSA Keys cost a minimum of \$30/key.										
Badge Access Request (FILL ALL BELOW FOR ACCESS*)										
*Employee's UNID:				* 2+ or -	+ Number: (6 digits)					
*Specify if Business Hours <u>OR</u> 24/7					*Replacement B (YES / NO)	adge:				
Clearance is Needed*:					(1207 1107					
*Rooms/Areas/Suites Access Is Requested:										
P_{1}										
Please Note: a \$25 charge will be assessed for any badge replacements for 3 rd party tenants & vendors (credit 66302) Virtual Parking Permit Request										
University of Utah employees: Call Commuter Services: 801-581-6415										
Follow steps to the right				Ask to be set up with an REA Permit & be prepared with the following:						
Third Party (non-university employees):			-Employee Name -UNID (if applicable) -University dept or Company name -License plate # & state issued					o ioou od		
Create a visitor account through the parking portal: https://utah.t2hosted.com/cmn/auth_ext.aspx								7 & stat	e issued	
Follow steps to the right				Need to make changes to an active permit? Login to the parking portal: https://utah.t2hosted.com/cmn/auth_ext.aspx						
Employee Signature: (Required)										
						Dat	e:			
Supervisor Signature: (Required)										
						Dat	e:			
*Once you have completed and collected the necessary signatures, email this form to our the Real Estate										

Administration Client Services Help Desk at <u>re.admin@utah.edu</u>. If the form does not have all of the necessary data/signatures, your request cannot be completed.*