TATTOO ARTIST

Permiting Authority

Talisa Butts Tattoo Permits

lowa Department of Public Health

Lucas State Office Bldg Des Moines IA 50319-0075 Phone: (515) 281-8074 (515) 281-4529 Fax:

E-mail: tbutts@idph.state.ia.us

Legal Authority

Code of Iowa, Chapter 135.37; Iowa Administrative Code 641, Chapter 22

Job **Description** A tattoo artist examines a patron's skin surface to be tattooed for any evidence of skin infection; prepares the area to be tattooed by applying an antiseptic approved by the Department of Public Health; using sterile cotton or gauze; applies a sterile dressing to the tattooed area after the tattooing is complete; provides the patron with printed instructions regarding tattoo care during the healing process, and instructs patron to consult a physician if signs and symptoms of an infection develop. He or she must also verify that individual requesting a tattoo is not a minor.

Education & Experience Required

An applicant does not have to meet any particular education or experience requirements. However, an applicant cannot own, control or lease, act as an agent for, conduct, manage, or operate an establishment to practice the art of tattooing or engage in the practice of tattooing without first applying for and receiving a permit from the Department of Public Health.

Continuing Education

There are no continuing education requirements for permit renewal.

Examination There are no examinations required.

Fees

Application: \$40

Duration: One Year – (Expire on Dec. 31 of each year, regardless of issue date)

Renewal: \$40

Other: Permits are not transferable; valid only for 12-month calendar year.

SOC Code, Title, & Avg. **Hourly Wage**

27-1099 – All Other Art and Design Workers (\$13.19)

Number of Licenses Issued

Total number of permits active as of December 31,

2003: 295 2002: 284 2001-1999: N/A 1998: 131 1997: 116

For Additional | Applications for tattoo artist, Iowa Code, and the Iowa Administrative Code can be

Information | accessed at: www.idph.state.ia.us/licensure