

DEVELOPMENT SERVICES

BUILDING ● COMMUNITY RISK REDUCTION ● ENGINEERING ● PLANNING ● PERMIT SERVICES ● TRANSPORTATION

Submit this completed form at the City Hall Permit Center or apply online at www.MyBuildingPermit.com.

For online application select Application Type: Utilities>Any Project Type>Utility Availability

APPLICATION FOR FIRE FLOW & OR WATER/SEWER AVAILABILITY

36

Application fee for applications including fire flow analysis: \$199.50 (2021 fee, includes 5% tech fee)

 Certificates of Availability for 	Water &/or Sewer o	r Fire Flow are va	alid for 2 years	from the date of i	issuance -
Applicant name	Date				
Mailing address		City		St	Zip
Phone () Fax	()	E-r	nail Address	i	
Relation of applicant to property/proj	ect (check one)	owner owner	☐ contrac	tor othe	r
Subject Property Parcel Number		Property Loca	ation/Addres	SS	
Property within City limits? Yes					
Note: Application for water/sewer service amended.					
Proposed development is / has:	_			_	
New Development	☐ Multifamily w/ #units ☐ Failing Well				ng Well
☐ Plat w/ #lots	lots				ig Septic
Addition	Commercial (describe use below)				r (describe below)
Connection to existing service	Connec	tion to existing	main [service	IRE FLOW Check for fire	e flow availability
System extension/improvement	∐ System	extension/imp	rovement		
Three copies of the following information in Site plan showing the address / local l			olication:		
 Preliminary site plan to scale with property lines and existing and/or 				buildings with	square footage,
For extensions or improvements, a and location.	a preliminary site	plan showing	node (contou	ır) elevations, r	main sizes, length
☐ Signed notice of intent to annex, if	property is outsid	de City limits.			
Applicant Signature		Date			
Per Fire Marshal, all development shall have structures greater than 3500 sq. ft. (includes	e a minimum fire flov attached garage) a	v of 1500 gpm wi nd all commercia	ith 20 psi residu Il structures ma	ual for a duration ay require an incr	of 2 hours. Residential rease in required fire