

DEPARTMENT OF PUBLIC HEALTH AND ENVIRONMENT GOVERNMENT CENTER

14949 62nd STREET NORTH P.O. BOX 6 STILLWATER, MN 55082-0006 Office: 651-430-6655 TTY: 651-430-6246 FAX: 651-430-6730

Subsurface Sewage Treatment System Maintenance Permit

This section must be	completed in its entirety	to constitute a va	id maintenance p	ermit. This permit mu	ust be completed	
<u>prior</u> to perfor	ming maintenance activi	ties and remain on	site for the durat	ion of the maintenanc	e activity.	
Date of Maintenance:	8/2/16 Reason	for Maintenance:	Routine			
Property Address: 5	37 Ziunmore	aven.	roperty Owner's N	ame: Kevin D	ove	
Municipality L. A.	land ZIP: 55	204 Property Idea	ntification Number			
Maintenance Pérmit N	0: Q019123515	Maintainer Name ar	d License No.	EYER -L9/5)	
Maintena	nce Performed	Tank Meas	urement (must be	completed if tanks N	OT pumped)	
ズ Tank(s) Pumped		Liquid Level of Tank in				
Sludge and scum n	neasured	Sludge Level in	Sludge Level in Tank in Scum Level in Tank in			
Do tanks need to		Sludge + Scum _	Sludge + Scum / Liquid Level X 100			
☐ Yes ☐ No (if	no provide measurements)	= % Sludge & Sci	= % Sludge & Scum Tanks must be pumped if 25% or greater			
2. Were all covers se3. Is there evidence	nove septage: Maintena curely replaced? Yes of tank leakage from a se aged, cracked, or structur	□ No ptic, holding, pretr	eatment or pump	tank below the opera	ting depth or	
	Tank	Leaking Out	Leaking In	Cover Damage		
	Septic/Holding Tank #1	☐ Yes ☐ No	☐ Yes ☐ No	☐ Yes ☐ No		
	Septic/Holding Tank #2	☐ Yes ☐ No	☐ Yes ☐ No	☐ Yes ☐ No		
	Pretreatment Tank	☐ Yes ☐ No	☐ Yes ☐ No	☐ Yes ☐ No		
	Pump Tank	☐ Yes ☐ No	☐ Yes ☐ No	☐ Yes ☐ No		
4. How many gallons	of septage were removed	d?				
Tank #1 300	gal Tank #2 300	gal Pretreatmen	t tankg	al Pump Tank	gal	
5. Other information 2 - Old	List any troubleshooting		nducted, tank safe		concerns.	
6. Location of septage	e disposal:	/				
	60			Code used on:		
	¥ ****			320 Quinnell Ave.	.N	

Maintenance activities must be reported to the Departme

Emailed Lana 3/9/17