

## 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 valid maintenance permit. This permit must be completed					
prior to performing maintenance activities and remain on-site for the duration of the maintenance activity.					
Date of Maintenance: 530/16 Reason for Maintenance: Koutine Maint.					
Property Address: 14808 Oakhill Ed. Property Owner's Name: Scot-Meister's					
Municipality: Sandia zip:550)3 Property Identification Number:					
Maintenance Permit No: 576414/635 Maintainer Name and License No. Smilies Sewer Service 2428					
Maintenance Performed		Tank Measurement (must be completed if tanks NOT pumped)			
☐ Tank(s) Pumped		Liquid Level of Tank in			
☐ Sludge and scum measured		Sludge Level in Tank in Scum Level in Tank in			
Do tanks need to be pumped?		Sludge + Scum / Liquid Level X 100			
☐ Yes ☐ No (if no provide measurements)		= % Sludge & Scum Tanks must be pumped if 25% or greater			
<ol> <li>Access used to remove septage: Maintenance Hole Other (enter authorization code)</li> <li>Were all covers securely replaced? Yes No</li> <li>Is there evidence of tank leakage from a septic, holding, pretreatment or pump tank below the operating depth or evidence of damaged, cracked, or structurally unsound maintenance hole covers?</li> </ol>					
	Tank	Leaking Out	Leaking In	Cover Damage	
Septic/Ho	olding Tank #1	☐ Yes ☒No	☐ Yes 🛱 No	□ Yes XNo	
Septic/Ho	olding Tank #2	□ Yes XNo	□ Yes XNo	☐ Yes X No	
Pretreatn	nent Tank #3	☐ Yes ☒No	☐ Yes ☐No	☐ Yes ☐ No	
Pump Tar	nk	☐ Yes ☐ No	☐ Yes ☐ No	☐ Yes ☐ No	
4. How many gallons of septage were removed?					
Tank #1 $1500$ gal Tank #2 $1500$ gal Pretreatment tank $1500$				ıl Pump Tank	gal
5. Other information: List any troubleshooting, minor repairs conducted, tank safety concerns, or other concerns.					