

## 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	lid maintenance pe	ermit. This permit m	oust be complet
	rming maintenance activiti				•
	9-30-22 Reason				
				0 7	
Property Address: 2	es St Croix T	11 100	Property Owner's Na	ame: KODet	Searl
Municipality: <u>(UV</u>	mel zip: 550	Property Ide	ntification Number:		
	10: 40493129009 M				var Sanvica / 116
/	0.00112011	anreamer Hame a	id Electise No. Tillik	y 3 Environmentat Sev	VCI SCIVICE? LTO
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			
1. Access used to ren	nove septage:   Maintenan	ce Hole Other (	enter authorization co	ode) Too Did	
	curely replaced? Yes				
	of tank leakage from a sept		eatment or pump	tank below the oper	ating depth or
	aged, cracked, or structura			The state of the s	5
	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?				
Tank #1 720	gal Tank #2 7 VV	gal Pretreatmen	t tank BOD ga	al Pump Tank	gal
5. Other information	: List any troubleshooting,	minor repairs co	nducted, tank safe	ty concerns, or othe	r concerns.
	nothing				
		- 1	10/ 100	1	
6. Location of septage	e disposal: ww To	colment t	lant Ster	/	
	Pinky's	Environmental Se			
		PO Box 3!	54		

Afton MN 55001

P: 651-439-4847 License Number: L1673