

## 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 t	o constitute a val	id maintenance pe	rmit. This permit	must be completed	
prior to perfor	ming maintenance activition	es and remain on-	site for the duratio	on of the maintena	ance activity.	
Date of Maintenance:	8 - 3 1 - 16 Reason f	or Maintenance: _	Gleaning			
Property Address:	50\$ 99th St C	+ N P	roperty Owner's Na	me: Sleri	Gaertner	
Municipality: While	Bear Lake ZIP: 551	10 Property Iden	tification Number:			
Maintenance Permit No	D: 1282213966 M	aintainer Name an	d License No. Smili	ie's Sewer Service/	L2428	
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 r	no provide measurements)	= % Sludge & Scu	= % Sludge & Scum Tanks must be pumped if 25% or greater			
<ol> <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	<b>Leaking Out</b>	Leaking In	Cover Damage	_	
	Septic/Holding Tank #1	☐ Yes ☐ No	☐ Yes ☐ Mo	☐ Yes ☐ No		
	Septic/Holding Tank #2	☐ Yes ☐ No	☐ Yes ☐ No	☐ Yes ☐ Mo		
	Pretreatment Tank	☐ Yes ☐ No	☐ Yes ☐ No	☐ Yes ☐ No		
	Pump Tank	☐ Yes ☐₩б	☐ Yes ☐ No	☐ Yes ☐ No	_	
	of septage were removed?					
Tank #1 / 600	gal Tank #2 /,000	gal Pretreatment	tankga	l Pump Tank	800 gal	
5. Other information	: List any troubleshooting,	minor repairs cor	nducted, tank safet	ty concerns, or otl	ner concerns.	
h	12					
3						
6. Location of septage disposal:						