

## 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 val	id maintenance pe	ermit. This permit m	ust be completed	
prior to perfor	ming maintenance activit	ies and remain on-	site for the durati	on of the maintenanc	ce activity.	
Date of Maintenance:	10-25-16 Reason	for Maintenance: _	Routine			
Property Address: SY	77 Kimbro Ar	e No. P	roperty Owner's Na	ame: Jeff Re	ichel	
	water zip:550					
Maintenance Permit No	0:X221544636	Maintainer Name an	d License No. Pink	y's Environmental Sev	ver Service/L16/3	
Maintenance Performed		Tank Meas	Tank Measurement (must be completed if tanks NOT pumped)			
Tank(s) Pumped		Liquid Level of Tank in				
☐ Sludge and scum measured		Sludge Level in <sup>-</sup>	Sludge Level in Tank in Scum Level in Tank in			
Do tanks need to be pumped?		Sludge + Scum _	Sludge + Scum / Liquid Level X 100			
$\square$ Yes $\square$ No (if no provide measurements)		= % Sludge & Scu	= % Sludge & Scum Tanks must be pumped if 25% or greater			
<ol> <li>Were all covers see</li> <li>Is there evidence of</li> </ol>	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	ating 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 /250	gal Tank #2	gal Pretreatmen	t tankg	al Pump Tank	gal	
5. Other information	: List any troubleshooting	g, minor repairs co	nducted, tank safe	ety concerns, or othe	r concerns.	
System	two old for	mariou				
					4	
6. Location of septage	e aisposai:					