## Washington 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 P

## DEPARTMENT OF PUBLIC HEALTH AND ENVIRONMENT GOVERNMENT CENTER

## Subsurface Sewage Treatment System Maintenance Permit

This section must be o	completed in its entirety to	constitute a vali	d maintenance per	mit. This permit mu	st be completed
prior to perform	ning maintenance activitie	s and remain on-s	ite for the duratio	n of the maintenance	e activity.
Date of Maintenance:	8/2/16 Reason fo	or Maintenance: _	Routine		1
Date of Maintenance //	60 River Cres	A RAM Pr	onerty Owner's Na	me: Breson) Kr	unel
		erary.	operty owner a real	The second of th	
Municipality: Jakel	and zip: 5504	Property Iden	tification Number:		_
Maintenance Permit No	: <u>h997/y3873</u> Ma	aintainer Name and	d License No. Meye	r Sewer Service/ L915	
Maintenance Performed		Tank Measurement (must be completed if tanks NOT pumped)			
X 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			
	no provide measurements)	= % Sludge & Scum Tanks must be pumped if 25% or greater			
2. Were all covers see	nove septage: Maintenand curely replaced? Myes C of tank leakage from a sept ged, cracked, or structura	☐ No :ic, holding, pretr	eatment or pump	tank below the opera	iting 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?	k			
Tank #1 /OOC) gal Tank #2 /OOC gal Pretreatment tank gal Pump Tank gal					
5. Other information	: List any troubleshooting,	minor repairs co	nducted, tank safe	ety concerns, or othe	r concerns.
	3				
	¥		1		
6. Location of septage	e disposal:	PS+F	al/		