

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 onesite for the duration of the maintenance activity.					
Date of Maintenance: 5-77-7 Reason for Maintenance: Reg Main					
airs with ITAI					
Property Address: Property Owner's Name: Aven KOSE					
Municipality: Stillwater ZIP: SOB (Property Identification Number:					
Maintenance Permit No: 3595c613/ Maintainer Name and License No. Smilie'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			
\square Yes \square No (if no provide measurements)		= % Sludge & Scum Tanks must be pumped if 25% or greater			
1. Access used to remove septage: Maintenance Hole Dother (enter authorization code)					
2. Were all covers securely replaced? Yes No					
3. 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?					
,	Tank	Leaking Out	Leaking In	Cover Damage	
9	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 gal Tank #2 gal Pretreatment tank gal Pump Tank gal					
5. Other information: List any troubleshooting, minor repairs conducted, tank safety concerns, or other concerns.					
6. Location of septage disposal:					