



REQUEST FOR WATER SYSTEM SHUTDOWN



ALLOW UP TO TWO (2) BUSINESS DAYS TO PROCESS REQUEST

Park City Municipal Corporation, Water Department, 1053 Iron Horse Dr/PO Box 1480, Park City, UT 84060
435-615-5337, isaac.kershner@parkcity.org, www.parkcity.org (permit can be filled out on-line)

PROJECT INFORMATION

TODAY'S DATE:	PROJECT ADDRESS/LOCATION:		
PROPOSED PROJECT DATE:	PROJECT START TIME:	PROJECT END TIME:	
PURPOSE OF PROJECT/SCOPE OF WORK:			
<i>Shutdowns will only be scheduled to start between 8 AM and 9 AM, Monday through Thursday. Approval is subject to previously scheduled work. Park City Water reserves the right to restrict, modify, or deny applications to minimize interruption of water service and to protect public health.</i>			

REQUIREMENTS

<input type="checkbox"/> NOTICES OF SERVICE INTERRUPTION DELIVERED
OTHER PERMITS <i>For Example</i> <input type="checkbox"/> UTILITY WORK <input type="checkbox"/> BUILDING <input type="checkbox"/> ROAD CLOSURE <i>If other permits are required, it is the responsibility of the applicant to obtain the forms needed to avoid a STOP WORK ORDER.</i>

GENERAL CONTRACTOR'S INFORMATION

CONTRACTOR'S NAME:	MAILING ADDRESS:	
EMAIL ADDRESS:	24 HOUR PHONE #:	
<i>I certify that all work will be completed in accordance with Park City's Construction Standards and Conditions of Permit Approval. I acknowledge that as the General Contractor I am responsible for the full cost of any repairs.</i>		
Print Name: _____	Signature: _____	Date: _____

ALL AFFECTED WATER SERVICES MUST BE GIVEN WRITTEN NOTICE BY THE CONTRACTOR AT LEAST 48 HOURS IN ADVANCE OF SHUTDOWN

Water Department will provide a map of affected properties. A template notice is available at www.parkcity.org.

OFFICE USE ONLY

APPROVED ON: _____ DAY OF _____ 20_____	APPROVED BY: _____
<input type="checkbox"/> Water Operations' Approval <input type="checkbox"/> Valves located and accessible <input type="checkbox"/> Shutdown map <input type="checkbox"/> Copy to Applicant	
Approved shutdown date: _____	Time: _____