



REQUEST FOR SERVICE CONNECTION WATER AND SEWER

Date:

PRE-SCREENING CRITERIA

1. Is this for a Developer Extension (DE) Project that is in Use & Ops? **If Yes – DE # _____** Yes No
2. Has a Water/Sewer Availability Letter been received from AWWD for this property? Yes No

NOTE: If both boxes are checked "No", OR if this is for a commercial or tenant improvement project, please call the AWWD Development Division at (425) 743-4605. Thankyou.

OWNER INFORMATION

BILLING INFORMATION (If different)

Owner's Name	Name
Mailing Address	Mailing Address
City, State, Zip	City, State, Zip
Phone	Phone
Contact Person	Contact Person
Email Address	

PROPERTY INFORMATION

Legal Plat Name: <input style="width: 700px;" type="text"/>							
Lot # Bldg. # Unit #	Service Connection Address	City	Within City Limits?	Meter Size (inch)	Connection Type	Will the meter be used for fire sprinklers?*	# of Units
			<input type="checkbox"/>			<input type="checkbox"/>	
			<input type="checkbox"/>			<input type="checkbox"/>	
			<input type="checkbox"/>			<input type="checkbox"/>	
			<input type="checkbox"/>			<input type="checkbox"/>	
			<input type="checkbox"/>			<input type="checkbox"/>	
			<input type="checkbox"/>			<input type="checkbox"/>	
			<input type="checkbox"/>			<input type="checkbox"/>	
			<input type="checkbox"/>			<input type="checkbox"/>	
			<input type="checkbox"/>			<input type="checkbox"/>	

***NOTE: YOUR APPLICATION WILL NOT BE PROCESSED WITHOUT THE FOLLOWING INFORMATION:** Applicant shall submit an approved building permit, land use decision (i.e., Hearing Examiner decision) or another acceptable documentation that fire sprinklers are required by the Fire Marshal.

SIDE SEWER CONTRACTOR INFORMATION

Side Sewer Contractor Name:	Contractor Phone:
Side Sewer Contractor Address:	License No.:
Side Sewer Contractor City, State, Zip:	Expiration Date:
Comments:	

Please email your completed form to serviceconnection@awwd.com
 Visit our website www.awwd.com for more information on the Service Connection application process