



114-19

APPLICATION FOR
PERMIT FOR STREET OBSTRUCTION
(Under New Bedford City Code, Chapter 22)

To the Mayor and City Council:

New Bedford, Mass: June 7, 2019

The undersigned respectfully requests permission to obstruct

Location of obstruction applied for
(Number of building and side of street)

1479 Morton Avenue

Water permit # 21779 Sewer permit # 20213-77
for purpose of Cutting and capping water and sewer

* permission to cap @ edge of roadway, not property line 6/7/2019 S. Crompton
Material of outside walls of building

Time provided in contract for completion of work ; if no contract, the estimated time required to
complete the construction, rebuilding or repairs

Time for which space is applied 6/20/19 - 7/20/19

Space proposed to be obstructed in street or sidewalk:

Length 4' x 6' +/-

Projection into sidewalk N/A

Projection into roadway 6' x 4' +/-

Nature of obstructions construction equipment

Provisions made for travelers opposite side

As further consideration for this permit, the applicant shall hold the City of New Bedford harmless and indemnify it for any and all injury to loss, cost, damage, expense, (including reasonable attorneys fees) and liability on account of the obstruction in the street and/or sidewalk and any work done in connection therewith.

Signature of Applicant

Company

Address

Telephone #

JLC CONSTRUCTION

415 Lake Road

Tiverton, R.I. 02878

774-263-2197

Consent of the Commissioner of Public Infrastructure

New Bedford, Mass.

☒ I do consent to the above application.
do not

I suggest the following conditions be included in permit

FOR INSPECTION ONLY A 24 HOUR
NOTICE IS REQUIRED AND THE
CONTRACTOR/APPLICANT IS
REQUIRED TO NOTIFY THE D.P.I.
@ 508 979-1550 Press 4 Repair
PERMIT EXPIRES 1 YEAR

☒ I do consent to the above application
do not

Consent of the Commissioner of Buildings

Commissioner of Public-Infrastructure

S. Crompton
Engineering Supervisor

6-7-19

I suggest the following conditions be included in permit

Danny P. Rhee
Commissioner of Buildings