



15-19

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

New Bedford, Mass: January 14, 2019

To the Mayor and City Council:

The undersigned respectfully requests permission to obstruct

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

972 Elliott Street P 130 L 208

Source permit # 24698

for purpose of sewer tie-in into sewer on Ascutwold Ave

12" - 1'1/2" face main on South sidewalk to 972 Elliott St.

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 1/15/19 - 4/15/19

Space proposed to be obstructed in street or sidewalk:

Length 277 +/-

Projection into sidewalk full width

Projection into roadway 20 +/-

Nature of obstructions construction equipment

Provisions made for travelers opposite side of travelers

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 #

R.J. Canessa Excavating

P.O. Box 51643

New Bedford, MA 02745-5808

508-916-1144

Consent of the Commissioner of Public Infrastructure

New Bedford, Mass. 1/14/19

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 1-15-19

I do consent to the above application
do not

Consent of the Commissioner of Buildings

I suggest the following conditions be included in permit

Donny R. Donnelly
Commissioner of Buildings

Armando Amado
Commissioner of Public Infrastructure

Admin manager