SIDEWALK / DRIVEWAY

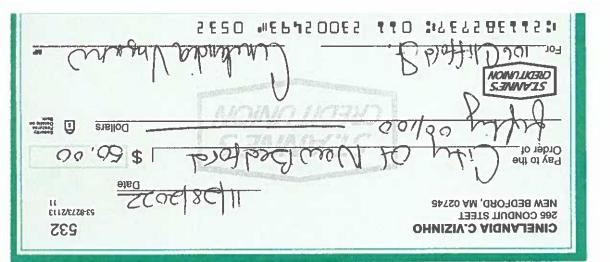


## CITY OF NEW BEDFORD

### MASSACUSHETTS

**ENGINEERING 508.979.1550** 

Shranda Jupin	Supervising Civil Engineer	PAID:	Permit / Inspection fee of \$150 Permit / Inspection fee of \$50.0 Special Requirements: Concurb the	Engineering Department:		Building Department:		Traffic Commission:	Bonded Contractor: P.A.	Comments: City sucmstar & Hiero.	Concrete w/Grass Ribbon Curbing Needed	Hot Mix Asphalt Concrete Full Width	Sidewalk D  Residential	be constructed in accordance with the city's latest constructed to the Ordinances of the City of New Bedford.	Street  → Permit not pulled by own  The above beach request to	}	Property Owner: Soul	Permit Number:	REGIMINE DOMAND
Signature (Property Owner / Representative)	Print Name (Property Owner / Representative)	D: まな Check Number: 533	_ v, j = _ v o o	Approved Rejected Date  N:35:3089-	Signature	Approved (New Build) Approved-Bldg. Permit# Rejected	Signature	Approved Rejected Date	anders Tel:	Granding Survive unique: professione		X Relocation / Widening 10 x 12	Dimensions  A Residential  A Residential	be constructed in accordance with the city's latest construction standards and specifications and adhere to the Ordinances of the City of New Bedford.	ty State Zip Code	ずま	Vizinho Telephone Number: TH-634-6580	11830 Date: 11:38:3039	Expiration Date: 11-28-223



MISCELLANEOUS PAYMENT RECPT#: 4177616 City of New Bedford Office of the Treasurer 133 William Street New Bedford, MA 02743

37

DATE: 11/28/22 CLERK: a450mmb CUSTOMER#: 0 TIME: 14:26:42 DEPT:

REVENUE: COMMENT:

SHG: DPIDRV DPI DRIVEWAY PE

50.00

WEB15537 03406000 454010 DPI - Driveway-Sidewalk Permit PERMIT 11830 50MI 101009 50.00 50,00

DASH:

AMOUNT PAID: 50,00

PAID 87: PAYMENT METH: CINELANDIA VIZINHO : CHECK MR532

50.00 50.00

AMT TENDERED: AMT APPLIED: CHANGE:

REFERENCE:



# **Department of Public Infrastructure**

Jamie Ponte Commissioner

Water
Wastewater
Highways
Engineering
Cemeteries
Park Maintenance
Forestry

CITY OF NEW BEDFORD Jonathan F. Mitchell, Mayor

## PERMISSION SLIP