

CITY OF NEW BEDFORD.
STREET DEPARTMENT.

DRAIN

Permit

No. 3509

November 8, 1907.

Pay drain from premises of N. Y. N. H. & H. R. R.
No. Willis Street S. S. East of Acushnet Ave.

Bill to Geo. J. Allen
Willis Street sewer.

C. F. Taunton

Supt. of Streets.

per A. T. D.

Card
O. H.

Return of Foreman.

Entered Nov 25 190 7

Time 10 a.m.

By Frank B. DeKello

COST.

Labor

25 1/2 hours @ 25

8 1/2 " 28

3 " 38

"

"

"

"

"

6 38

2 38

1 14

9 90

Stock

Cement
for Marshall
for Marshall

25

Carting

50

Total Cost.

10.63

Pieces pipe to curb 6

" " curb to house 4

Cut at Sewer 5 ft

Cut at curb 4 ft

Size of pipe 6 in

Correct

Frank B. DeKello

Foreman.

Paid

N 25

\$ 15.00

\$ 4.35

Due biller

DRAIN.

CITY OF NEW BEDFORD.

PAID.

Property assessed.

Property not assessed charged \$10.00.

Property not assessed entering a trunk sewer

Estimated cost of drain. \$5.00 Paid

Permit

No. 3509

OFFICE OF CITY CLERK.

BOARD OF HEALTH.

Permit to Drain.

No. 8058

New Bedford, November 8, 1907.

I hereby request that a drain be laid from premises N.Y. N.H. + B.R.R. south side, Willis street East of Acushnet avenue to connect with the Willis street sewer

The same to be laid in such manner and location in the street and the surface replaced, as shall be directed by the Superintendent of Streets.

And I hereby agree to pay at the office of the City Treasurer all cost of performing the above work in the manner specified, in excess of the deposit made herewith, within 10 days of the completion of the work.

G. J. Sherman

Witness.

Bill to Geo. J. Allen

Applicant.

DUPLICATE

It is understood and agreed that the deposit of \$15.00 made with this application shall be applied to the payment of the cost of performing the work done thereunder.

New Bedford,.....190 .

To the City Clerk of the City of New Bedford:

I hereby grant.....

the privilege of draining his premises.....street.....side

..... of

.....

through the private drain owned by me connecting with the sewer in.....

street.....

.....

Owner.