

CITY OF NEW BEDFORD.
STREET DEPARTMENT.

DRAIN

Permit

No. 3866

May 23 1908.

lay drain from premises of William Crabtree

No. Rolason Street s.e. West of Cedar St.

to connect with Rolason St. sewer

Bill to Mrs. Crabtree
34 Rolason St.

C. F. Luntou
Supt. of Streets.
per D.

Card
O. H.

Return of Foreman.

Entered June 17 190 8

Time 1 P.M.

By Frank B. De Mello

COST.

Labor	39	hours @	25	9	75
	9	"	18	2	52
	3	"	38	1	14
		"		13	41
		"			
		"			
		"			

Stock Cement 25
for Betoncourt
Port of Santos

Carting 50

Total Cost 1416
 Deposit 4
 Balance due 1412

Pieces pipe to curb 1 Due .84
 " " curb to house 1 Crabtree

Cut at Sewer 9 ft

Cut at curb 7 ft

Size of pipe 6 in

Correct

Frank B. De Mello
 Foreman.

DRAIN.

CITY OF NEW BEDFORD.

PAID.

Permit

No. **3865**

OFFICE OF CITY CLERK.

Property assessed.

~~Property not assessed charged \$10.00.~~

~~Property not assessed entering a trunk sewer~~

Estimated cost of drain *\$15.00 Paid*

BOARD OF HEALTH.

Permit to Drain.

No. *8225*

New Bedford, *May 23,* 190 *8.*

I hereby request that a drain be *laid* from premises *William Crathee*

South side, Robeson street, west of Cedar street.

to connect with the *Robeson 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.

E. Sherman

Witness.

William Crathee

Applicant.

34 Robeson street.

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.