

CITY OF NEW BEDFORD.

DRAIN

STREET DEPARTMENT.

Permit

No. 4078.

Aug. 20 1908.

lay drain from premises of F. Y. Grenier
No. Collette Street N. S. West of Belleville
to connect with Collette Street sewer

Bill to F. Y. Grenier

C. F. Fawcett
Supt. of Streets.
per J.

Card
O.K.

Return of Foreman

Entered Sept 15 190 8

Time 11:00 AM

By Frank C. DeMello

COST.

Labor 25 1/2 hours @ 25 6 38

8 1/2 " 28 2 38

2 " 38 75

" " 9 57

" " "

" " "

" " "

" " "

Stock Cement 25

for Bettycount

channel frame

Carting 50

Total Cost \$19.26

Deposit 15.00

Balance due \$4.74

Pieces pipe to curb 1

" " curb to house 5 Due June

Cut at Sewer 8 ft

Cut at curb 3 ft

Size of pipe 6 in

Correct

Frank C. DeMello

Foreman.

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. *\$10.00 Paid*

Permit

No. *4078*

OFFICE OF CITY CLERK.

BOARD OF HEALTH.

Permit to Drain.

No. *8357*

New Bedford, *Aug. 20. 1908.*

I hereby request that a drain be *laid* from premises *F. B. Gurnie*
north side, Collette street, west of Belleville
avenue

to connect with the *Collette 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.

J. Sherman

Witness.

F. B. Gurnie

Applicant.

*It is understood and agreed that the
deposit of \$ *15* = made with this
application shall be applied to the
ment of the cost of performing the
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.