

CITY OF NEW BEDFORD.

STREET DEPARTMENT.

DRAIN

Permit

No. 4119

Lay drain from premises of Sept. 8 1908.
First Baptist Church Corp
No. William Street N. S. West of Sixth
to connect with Mechanics Lane sewer

Bill to First Baptist Church Corp.

By C. E. Woodworth

C. F. Lawton
Supt. of Streets.
per

Barry
6/16

Return of Foreman

Entered Sept 10 190 8

Time 10 A.M.

By Frank L. De Mille

COST.

Labor 24 hours @ 25

2 " 38

"

"

"

"

"

"

Stock Cement 15

John O. Correia
Antoine L. Perreault

Carting

6 90

Total Cost

Deposit

Balance due

15 00

8.10

Pieces pipe to curb 3

" " curb to house

Cut at Sewer 13 ft

Cut at curb

Size of pipe 6 in

Correct

And they
church

Frank L. De Mille

Foreman.

DRAIN.

CITY OF NEW BEDFORD.

PAID.

Property assessed.

Property not assessed charged \$10.00.

Property not assessed entering a trunk sewer 00.

Estimated cost of drain \$15.00 Paid

Permit

No. 4119

OFFICE OF CITY CLERK.

BOARD OF HEALTH.

Permit to Drain.

No. 8379

New Bedford, Sept. 8, 1908

I hereby request that a drain be laid from premises of First Baptist Church Corp. south side, William street, west of Sixth

to connect with the Mechanics Lane 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. Shuman
Witness.

Given to First Baptist Church Corp.
by C. D. Woodworth Applicant.

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.