

## JOHNSON COUNTY WASTEWATER SEWER USE CREDIT APPLICATION

Please return the completed application form by fax, email or mail to:

Troy Young (troy.young@jcw.org)  
Commercial/Industrial Customer Liaison  
11811 S. Sunset Dr., Suite 2500  
Olathe, KS 66061  
Or fax to (913) 715-8501

Date: \_\_\_\_\_ Service Address: \_\_\_\_\_

Business Name: \_\_\_\_\_ Account No: \_\_\_\_\_

Contact Name: \_\_\_\_\_ Work Phone: \_\_\_\_\_

E-Mail: \_\_\_\_\_ PID #: \_\_\_\_\_

- The following information is required for consideration for Johnson County Wastewaters Sewer Use Credit.
  - A drawing or schematic of the building plumbing with proposed and/or existing meter location(s) and water discharge points clearly labeled. The schematic does not need to include all interior building plumbing but it does need to clearly denote the location of irrigation systems, cooling towers and/or anything that will be metered for a Sewer Use Credit.
  - Include make, model, and size of proposed or existing meter with the Sewer Use Credit Application Form. All new meters installed must comply with local water provider and American Water Works Association (AWWA) standards. The meter must also be appropriately sized for the applicants system. Registers on the meter must be straight-reading type and read and totalized in U. S. gallons.
  - Name of contractor performing installation of meter. It is the customer's responsibility to insure that all work performed as a part of this program meets local building and plumbing codes and any requirements of the water purveyor. The installation contractor should check with the local building authority on the requirement of a building permit.

This form must be received within thirty (30) days after receipt of bill. Applications are processed on a case by case basis and you may be required to furnish additional information. JCW requires that customers pay their outstanding wastewater bills during the application process. If you have any further questions please call Troy Young at (913) 715-8569.