



# Water Meter Application

Permit Fees A-Z: [Fee Schedule A-Z - City of Redmond](#)  
 Water Meter Must be installed 90 days from Issue Date

## TYPE OF USE (SELECT ONE)

- Residential Dual Purpose (Domestic & Fire)
- Residential Domestic Only
- Residential Fire Supply Only
- \*For Residential Enter Livable "Dwelling" Area: \_\_\_\_\_ Sq. Ft.
- Multi Family \_\_\_\_\_ # of units per building
- Commercial
- Irrigation (Water Only)       Irrigation (Exempt)
- Cooling Tower (Water Only)     Cooling Tower (Exempt)

### Office Use Only

PROJ: \_\_\_\_\_ DATE RCV'D: \_\_\_\_\_  
 WTR : \_\_\_\_\_ ACCEPTED BY: \_\_\_\_\_

## SITE LOCATION

Project Name: \_\_\_\_\_  
 Subdivision Name: \_\_\_\_\_  
 Site Address: \_\_\_\_\_  
 Division #: \_\_\_\_\_ Lot #: \_\_\_\_\_ Building #: \_\_\_\_\_  
 Tax Parcel Number: \_\_\_\_\_  
 COR Building Permit #: \_\_\_\_\_

## METER SIZE (SELECT ONE)

5/8 x 3/4-inch     1-inch     1-1/2-inch     2-inch     3-inch     4-inch     6-inch

## INSTALLATION TYPE

- Drop-in       Full Service
- Modification

I AM SATISFIED THAT THE **RESIDENTIAL** WATER SUPPLY SYSTEM (SERVICE LINES & WATER METER) IS SUFFICIENT TO MEET THE WATER DEMAND FOR ITS REQUIRED FIRE SPRINKLER SYSTEM  
 Applicant \*INITIAL \_\_\_\_\_

## OWNER NAME

Owner Name: \_\_\_\_\_  
 Mailing Address: \_\_\_\_\_  
 City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_  
 Phone #: \_\_\_\_\_  
 E-mail: \_\_\_\_\_  
 Permit Contact Name & Phone #: \_\_\_\_\_

## OWNER BILLING ADDRESS (IF DIFFERENT THAN MAILING ADDRESS)

Owner Name: \_\_\_\_\_  
 Billing Address: \_\_\_\_\_  
 City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_  
 Phone #: \_\_\_\_\_  
 E-mail: \_\_\_\_\_

## OWNER OR AUTHORIZED AGENT

*I hereby certify that I have read and examined this application and know the same to be true and correct, and I am authorized to apply for this permit. I hereby agree to comply with all applicable city ordinances pertaining to the use of the city water system.*

Print Name: \_\_\_\_\_ Date: \_\_\_\_\_  
 Signature: \_\_\_\_\_