

PERMIT NUMBER _____

Fire Hydrant Permit Application 96 South Main Street

96 South Main Street Smithfield, Utah 84335 1 (435) 563.6226 cbodily@smithfieldutah.gov

Fire Hydrant Permit i	ntormation		
Application Date			PERMIT FEE \$1,200.00
B			
Email Address		•	
TOTALOG INGINO			
Backflow Prevention			
Type of backflow prevention a	ssembly		
Backflow prevention assemble	meets minimum sto	andards? Yes	No
*Please call for inspections. Requires a minimum of 24 hours notice. City Offices (435) 563.6226.			
Water Superintendent			
Effective Permit Peri	od		
211000101 01111101 011	, Ca		
Authorized Hydrant Loca	ation	See A	ttached List
,			
Authorized Time of Operation 8:00 a.		m. to 5:00 p.m.	
		0.00	
* THIS PERMIT IS NONTRANSF	ERABLE AND IS VA	LID FOR THE ABOVE SI	PECIFIED EQUIPMENT WHICH HAS BEEN
INSPECTED AND FOUND TO MEET THE MINIMUM REQUIREMENTS FOR BACKFLOW PREVENTION.			
Effective Period			
То			
		10	

FIRE HYDRANT USE PROCEDURES

- Hydrants are only to be operated using auxiliary valves supplied the permittee.
- Once auxiliary valves are connected to the fire hydrant, the hydrant operating nut shall be fully opened. The filling of water tanks shall only be done through the use of the auxiliary valve.
- Only auxiliary valves and fill hoses which are free from leaks will be allowed.
- Following the filling of the water tank the auxiliary valve shall be slowly closed to prevent water hammer, the hydrant operating nut shall then be closed, and the fill hose and auxiliary valve removed.
- Check to ensure the hydrant is fully closed. Water should be receding away from the hydrant nozzle and draining down the inside of the hydrant barrel.
- Only fire hydrants listed on the permit shall be used by the permittee.
- Use of fire hydrants not specified on the permit or use of hydrants at times and dates not permitted shall be grounds for revoking of the permit.
- The permittee shall be responsible for any damage to the fire hydrants as a result of <u>their</u> failure to follow these procedures or carelessness.