

**CITY OF FLORIDA CITY  
WATER AND SEWER VERIFICATION FORM**

NAME OF OWNER: \_\_\_\_\_

MAILING ADDRESS: \_\_\_\_\_

PROPERTY ADDRESS: \_\_\_\_\_

TYPE OF USAGE/NUMBER OF UNITS: \_\_\_\_\_

PROPERTY LEGAL DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_  
This is to certify that the city of Florida (does/will) have a \_\_\_\_\_ inch diameter water main abutting the above describe property. We are willing to serve the subject property (if will have-upon property conveyance and placement into service of water facilities by the developer under agreement with the City) subject to prohibitions or restrictions of governmental agencies having jurisdiction over matters of water supply or withdrawal.

By: Peter P. Baljet, P.E.  
Baljet Environmental, Inc.  
Consulting Engineers for the  
City of Florida City

\_\_\_\_\_  
SIGNATURE

COMMENTS: \_\_\_\_\_

\_\_\_\_\_  
This is to certify that the City of Florida City (does/will) have a \_\_\_\_\_ inch diameter gravity sewer main abutting the above described property. We are willing to serve the subject property (if will have-upon proper conveyance and placement into service of sewer facilities by the developer under agreement with the City) subject to prohibitions or restrictions of governmental agencies having jurisdiction over matters of sewer disposal. Furthermore, approval of all sewage flows into the City's system must be obtained from D.E.R.M. The anticipated daily water and/or sewage flow for this project will be \_\_\_\_\_ gallons per day.

By: Peter P. Baljet, P.E.  
Baljet Environmental, Inc.  
Consulting Engineers for the  
City of Florida City

\_\_\_\_\_  
SIGNATURE

COMMENTS: \_\_\_\_\_

If the utility is unable to state that a gravity sewer main exists adjacent to the proposed building site, the applicant must have the following completed by Dade County D.E.R.M.

**TYPE OF EXTENSION**

1. L.S. \_\_\_\_\_ & F.M. \_\_\_\_\_

2. GRAVITY EXTENSION: \_\_\_\_\_ SERIAL #: \_\_\_\_\_

DATE: \_\_\_\_\_ STATE APPROVAL #: \_\_\_\_\_

APPROVAL: \_\_\_\_\_ DATED: \_\_\_\_\_