UTILITY SERVICE AGREEMENT

CUSTOMER AGREES TO:

- 1. Pay the applicable connection fees/service charges.
- 2. Connect to the water, sewer, and/or gas system at the meter installed to service this property and install service line from the meter to the place of actual water, sewer, and/or gas use.
- Comply with the Tennessee Dept. of Public Health rule that no existing water source (wells, etc) will be connected to the City's lines when service becomes available.
- 4. Grant the City ingress and egress to operate and maintain its water, sewer or gas lines and appurtenances.
- Grant an easement across my property should it be to the City's advantage to lay its lines on private property. Actual easement to be signed later if needed.
- Agree that no other residence, business, or building will be provided service from any meter. Agree not to tamper, in any way, with any meter.
- 7. Agree to pay the monthly bill by the due date each month.
- 8. Agree to abide by the rules and regulations of the City of Adamsville Utility System.

Mutual Agreement:

- 1. All service charges, tap fees and/or other charges are payable at City Hall prior to any connections being made.
- 2. The city will furnish a maximum of 100 feet of service line between the City's main and the meter assembly on gas. Customers requesting meter installation at a greater distance will pay all additional costs necessary to provide the service and will obtain any easements that may be required. The customer is responsible for having a certified technician to install lines throughout the home and connect to the meter.
- 3. The receipt of a prospective customer's application for service shall not obligate the City to render the service applied for. If the service applied for cannot be supplied in accordance with the general practices, rules and regulations of the City, the liability of the City to the applicant shall be limited to the return of any fees baid.
- 4. Leak adjustments are not made for routine dripping faucets, leaking commodes, any type of faulty customer plumbing, watering lawns or gardens, filling swimming pools or premises left or abandoned without reasonable care for the plumbing system. Leak adjustments are made for faulty meters and when the utility department is at fault.
- Service will be disconnected for the following:
 - (a) Nonpayment of bill or other charges
 - (b) Partial payment of bill or other charges
 - (c) Failure to comply with utility rules, regulations, or policies
 - (d) Any threat to public health on the customer's premises which may endanger other customers
 - (e) Tampering with utility equipment or stealing service
 - (f) In the event that a customer has allowed more than one service on the tap
- 6. Cut-offs for nonpayment are done twenty-five (25) days after bills are mailed. A fee is charged for reconnection. Reconnection is done only during normal business hours. There is an additional charge for customers requiring reconnection after normal business hours.
- 7. Returned checks are considered nonpayment.
- 8. Damages to property due to water pressure: The City shall not be held liable to any customer for damages caused to his plumbing or property by high pressure, low pressure, or fluctuations in pressure in the system mains. Damage to underground lines: The City shall not be held responsible for damage to any existing underground lines that were not properly located before digging began. Please remember to call 811 for lines to be located before you do any digging on your property.

City agrees to:

- 1. Provide safe, sanitary, and adequate water, sewer, and or gas distribution to all customers.
- Furnish and install a tap into the City's main lines and a complete water meter installation at or near the applicant's property line. Gas meter will be installed 100 feet or less from right of way. Please remember if over 100 feet customer will be charged for the cost of line per foot.
- Operate and maintain all systems to provide service to all users in a business like, adequate and non-discriminating manner.

September 2023