

Creedmoor Maha Water Supply Corp.

Meter/Account#:	
Construction Meter Service Agreement	
Date:	
Company Name:	
Billing Address:	
Point of Contact (Person on site)	Phone#:
Email Address:	
Physical Location of Construction Meter:	
Type of Service for the use of water:	
Phone Number Cell: ()	Phone Number Work: ()
Approximate Gallon requesting:	
Length of time for meter:	
A \$900 non-refundable deposit to install/maintain service, with a monthly base rate of \$319.20. The water rate will be billed monthly at \$22.90 per 1000 gallons.	
Damaged, stolen, or lost fire hydrant meter(s) will be charged to the customer of record for the meter. The charge will be the replacement cost of the fire hydrant meter.	
Customers will be billed first week of every month. Payments are due on the 20th until service is complete. Payments must be made to CMWSC. If the payment is not received, a 10% late charge will be added. On the 10th of the following month the meter will be locked, followed with disconnect/reconnect fees.	
The construction meter is a "temporary" meter for a period of 6 months. You will need to contact our office should you need it beyond this time, at (512) 243-2113 Monday through Friday, 8:00 AM to 4:00 PM for a renewal.	
Creedmoor WSC will supply the backflow device and valve, which will be installed at the time of delivery. The customer is responsible for all supplies and equipment. To ensure protection of the water system and/or theft of water while in possession of the hydrant; each business day of using the construction meter, all equipment must be removed from hydrant meter with valves locked/tightened. Failure to do so may result in removal of the hydrant.	
Please check your equipment frequently to continue to help promote conservation efforts. During any stage of a drought, be mindful of the required percent of water reduction.	
By signing this service application, you have acknowledged, and understand the Creedmoor tariff, and state rules and regulations.	
Signature: Date	e:
Amount: Payment Type:	