RESIDENT DIGGING PERMIT (PART 1)



If a resident wishes to perform any digging (regardless of depth) within any managed property to include yards and common areas such as parks and playgrounds, authorization must be obtained from the Community Manager (or representative). All buried utilities must be located and marked by the appropriate authority.

PLEASE COMPLETE THE APPLICABLE SECTION		
Step I. Purpose of Dig – Describe the purpose of the dig and provide a drawing of the locations where soil is to be disturbed. Include measurements where appropriate and indicate depth. You may use the back of this application or separate document		
Remove Existing Item New Item Ins	tallation (describe below)	Other (describe below)
Step II. Community Manager Initial Approval Yes No - If new installation, is this item allowed by lease, regulations, policies and any applicable guidelines? Yes No - Are there restrictions in this area due to PI soils, historical or other considerations? If yes, list the digging restrictions that affect this area. Yes No - This dig will not weaken or otherwise jeopardize any structures or trees. Removal of this item will / will not be required upon move-out. Approved Disapproved		
	 Title	 Date
Step III. Location Services - It is necessary to verify any utilities located underground are not compromised which if disturbed may cause an interruption in service and/or possible danger. Please complete ALL of the following steps to obtain proper approval and marking of your post installation site to ensure safe and timely set up. Each of the entities listed below must be contacted and either sign and date this form or provide documentation of having located and marked all buried utilities. **Please complete all the steps on the Resident Digging Permit (Part 2) Television Dish Installation Resident Procedure form		
IV. Community Manager Final Approval Approved Disapproved		
Signature	Title	Date
IV. Community Manager (or representative) Completion Inspection Approved Disapproved		
Signature	Title	Date
Notes:		

