

SEWER REPAIR/CLEAN-OUT GUIDE

PERMIT PROCEDURE:

- Submit completed <u>Building Permit Application</u>
- Complete Contractor Registration. Copy of IDPH Plumbing Contractor License required if work is being done by plumber
 Click the following link to learn about how to register as a contractor: <u>Contractor Registration</u>
- Provide signed contractor contract/proposal
- Repairs impacting City property (sidewalk, parkway, curb, street) require <u>Right of Way Waiver</u> and scope and schedule of restoration
- ➤ Emergency repair may begin without permit with prior notification to Building Department. Application must be submitted within 24 hours of repair
- ➤ Review <u>Sample Residential Sewer Clean-Out</u> diagram
- Review Public Works' <u>"What You Need to Know" Supplement</u> for information on your Sanitary Service Lines

CONSTRUCTION REQUIREMENTS:

- Outside clean out is mandatory for outside sewer repair.
- Provide 4" gravel bed under all pipes
- ➤ Install 6" SDR 26 tee or pipe and tee as needed using 6" non-shear mission couplings with stainless steel bands.
- Provide 6" x 4" non-shear mission coupling with stainless steel bands to join cleanout to cast iron or plastic pipe coming from the house
- ➤ Install 6" SDR 26 riser and clean-out ferrel even with grade
- Rod out and test the sewer line prior to backfill. Clean-out shall be installed to allow easy rodding in either direction
- Remove all old pipe and other debris from trench prior to backfill
- Cover sewer line with 2" gravel and backfill.
- Exposed excavation shall be properly covered and secured during non-repair hours.
- Repair of all municipal property damaged during installation is subject to one year maintenance period.

INSPECTIONS REQUIRED:

- ➤ After repair but prior to gravel cover and backfill.
- Contact Public Works at (708) 535-4090 for inspection. Provide 2 hour notice.
- Restoration inspection if repairs impact City property

FEES:

- > Permit: \$175.00
- Failed, missed and/or re-inspections: \$60.00

SAMPLE RESIDENTIAL SEWER CLEAN OUT

