



INCORPORATED VILLAGE OF LINDENHURST

430 SO. WELLWOOD AVENUE - LINDENHURST, NEW YORK 11757

STREET OPENING/EXCAVATION PERMIT APPLICATION

NOTICE TO ALL APPLICATIONS: The grant of any permit for a street excavation carries with it the responsibility of the grantee (applicant) to provide for the proper and safe maintenance of traffic, in compliance with all Village, State and Federal regulations. If the work proposed by the applicant would substantially disrupt the normal flow of traffic or require a detour, a traffic plan must be submitted with the application and must be approved by the Village before such work can commence.

In consideration of granting this permit, the applicant will indemnify the Village from any and all damage resultant from injuries to persons or property caused by such opening or excavation. Applicant shall post with the Village an owner's protection policy written by an insurance carrier duly licensed in the State. Chapter 158 of the Lindenhurst Village Code determines the amount and scope of such a policy.

An APPLICATION FEE of \$10.00 is required. A separate PERMIT FEE, based on the attached schedule, shall also be required upon issuance of the permit. In addition, the issuance of a permit is conditioned upon the applicant posting with the Village a PERFORMANCE BOND issued by such surety or sureties as the Village may approve and compliance with all other terms and conditions required by Chapter 158 of the Lindenhurst Village Code.

1. Name and Address of Applicant: _____

2. Name and address of person or corporation at whose request the opening or excavation is being made:

3. Application is hereby made for the opening or making of an excavation in or under the surface of any Street, Avenue or Highway within the Incorporated Village of Lindenhurst in accordance with Village Code Chapter 158 Streets and Sidewalks, Article IX Excavations for the period of _____ days, from _____ to _____.

Exact Location: _____

Description of Current Road Conditions: _____

4. Purpose: _____
