

PUBLIC WORKS ENGINEERING DIVISION

PUBLIC WORKS RIGHT OF WAY PERMIT

Permit No: PRPWRW20215299	Date Issued: Monday, October 11, 2021
GENERAL INFORMATION	
Permit Holder: Spire Energy <no address="" street=""></no>	Project Address(es): 3073 NW THOREAU LN, LEES SUMMIT, MO 64081 Other Location Information: Nearest Cross Street: NW Nuttall Dr
PROJECT SUMMARY	
Work Description: Spire-Dig 2x4' hole in the dirt to install service line at 3073 NW Thoreau Ln. Bore under the street, from east ROW, to the west ROW. Hole is 30' east of center line of NW Thoreau Ln and 2' north of north line of house. WO 22459088, PROJ 027175, APP 52782	Total Length of Boring: 50 Total Length of Excavation: 4 Number of Street Cuts: Number of Street Crossings:

By acceptance of this permit, the permittee is subject to all requirements, duties and obligations set out in Article III of Chapter 26 of the City Code of Ordinances and the City of Lee's Summit Design and Construction Manual. Both documents are available online on the City's website. If you need assistance obtaining access to these documents please call (816) 969-1800.

PERMIT CONDITIONS

- 1) RIGHT-OF-WAY PERMITS ARE VALID FOR 60 DAYS FROM DATE OF ISSUANCE.
- 2) RIGHT-OF-WAY PERMITS MUST BE AVAILABLE FOR VIEWING ONSITE.
- 3) A SEPARATE TEMPORARY TRAFFIC CONTROL PERMIT IS REQUIRED WHEN IMPEDING TRAFFIC ON ARTERIAL AND COLLECTOR ROADWAYS.
- 4) ALL AREAS DISTURBED BY CONSTRUCTION SHALL BE RESTORED TO CITY STANDARDS.
- TEMPORARY OBSTRUCTION CONDITIONS
- 1) THE OBSTRUCTION MUST BE DELINEATED AND VISABLE TO NIGHT TIME TRAFFIC.
- 2) RIGHT-OF-WAY PERMITS MUST BE AVAILABLE FOR VIEWING ONSITE.
- 3) ANY DAMAGE TO THE STREET, CURB, AND GRASS AREAS SHALL BE REPAIRED TO CITY STANDARDS AT THE PERMITEE'S EXPENSE WITHIN 21 DAYS.
- 4) NO TRASH OR DEBRIS TO BE PLACED ON PAVEMENT OR WITHIN CITY OF LEE'S SUMMIT RIGHT-OF-WAY.
- 5) OBSTRUCTIONS MAY ONLY BE PLACED ON RESIDENTIAL STREETS. PLACEMENT OF OBSTRUCTIONS ON COLLECTOR AND

AERIAL STREETS NEED SPECIAL APPROVAL BY THE CITY TRAFFIC ENGINEER.

