

# PRIVATE FIRE HYDRANT SERVICER TECHNICIAN APPLICATION

In accordance with the Spokane Municipal Code and the Fire Code, no permit required work will begin prior to the issuance of proper permits and/or approvals by the Spokane Fire Department (SMC 17F.080.270). Work shall comply with all applicable codes and standards, including NFPA 14, 25 and the Spokane Municipal Code.

44 W. Riverside Avenue  
Spokane, WA 99201-0189  
(509) 625-7000  
(509) 625-7006 Fax  
www.spokanefire.org



This application form must be completed in its entirety.

## TECHNICIAN APPLICANT INFORMATION

<b>APPLICANT'S LEGAL NAME:</b>			
<b>HOME ADDRESS:</b>		<i>CITY</i>	<i>STATE</i>
<b>HOME PHONE#:</b>	<b>DATE OF BIRTH:</b>	<b>E-MAIL:</b>	
<b>SIGNATURE OF APPLICANT:</b> X			

## EMPLOYER / COMPANY INFORMATION

<b>BUSINESS NAME:</b>			
<b>BUSINESS ADDRESS:</b>		<i>CITY</i>	<i>STATE</i>
<b>BUSINESS PHONE#:</b>	<b>FAX#:</b>	<b>E-MAIL:</b>	
<b>SPOKANE BUSINESS LICENSE #:</b>		<b>EXPIRATION:</b>	

### EACH SERVICER MUST BE REGISTERED BY THE SPOKANE CITY FIRE MARSHAL

**DATE:** \_\_\_\_\_ **AMOUNT ENCLOSED \$** \_\_\_\_\_

Private Fire Hydrant Servicer registration in the City of Spokane requires all of the following:

- A. A completed application form
- B. \$75.00 registration fee payable to the "City of Spokane"
- C. Copy of current City business license (applicant's or employer's)
- D. Copy of Certificate of Completion from a Basic & Advanced "hands-on" workshop or an equivalent hydrant class that covers the following: operation, maintenance, repair, testing and flow testing.

Email this form to [SFDservicereports@Spokanefire.org](mailto:SFDservicereports@Spokanefire.org) or Mail to: Spokane Fire Department  
Attention: Permits  
W. 44 Riverside Ave.  
Spokane, WA 99201

For your convenience, we now accept payments on-line  
at <http://aca.spokanecity.org/>.

FIRE DEPARTMENT USE ONLY
APPROVED BY: _____

**NOTE:** Underground water main installers/servicers must be licensed by the State of Washington as Level U or Level 3 contractors.