CITY OF BENNET 685 Monroe, PO Box 255

APPLICATION FOR UTILITY SERVICE

PHONE 402-782-3300 FAX 402-782-3320

Date

Bennet, NE 68317 Online Payment Option via: www.cityofbennet.com Email: cityoffice@cityofbennet.com

New Account ☐ \$25.00		Reconnection	□ \$100.00	
Service Address	Requ	uested Date of Se	ervice	
Primary Contact (print full name)				
Mailing Address (if different)				
Main Phone				
Work Phone				
Receive Invoice Via Email	Other			
Secondary Contact (print full name)				
Mobile Phone	Email			
Work Phone	Other			
Property Status: Owner Residential □ Non-resident	□ ial □		Rental Tenant Commercial	
Property Owner Information (If applicable) Email:				
Name				
Address				
If this property is a rental, a signed City of Bennet Utilities Owner's Consent and Guaranty Payment Form must accompany this application before service can be provided pursuant to City ordinance, 2022-4.3. A form can be requested from the City office at 402-782-3300, cityoffice@cityofbennet.com or downloaded from the City's website: www.cityofbennet.com/more/utilities.				
Utility bills are due on the 1st of the month and late after the 15 th . On the 16 th (or next business day), a 10% late fee is charged to all outstanding utility balances. A Late Fee/Disconnect Notice that service will be discontinued within 7 business days is then sent to account holders and property owners.				
GARBAGE I understand that the City of Bennet is a governing municipality and is required to provide a means of sanitary disposal for all residents and business owners. Currently the City of Bennet provides access to the city refuse site for a fee of \$23.00/month per premise to fulfill this requirement. A permit tag is provided to all account holders and will be required in order to enter the refuse site.				
I have chosen an alternate service and understand that I must provide proof of that service. ☐ I will submit a statement from the company of my choice proving I am an active customer. ☐ I authorize the City of Bennet to verify this information.				
Refuse Company I am using:				

Signature