CITY OF MERCER ISLAND

COMMUNITY PLANNING & DEVELOPMENT

9611 SE 36TH STREET | MERCER ISLAND, WA 98040

PHONE: 206.275.7605 | www.mercergov.org

Other:

Inspection Requests: Online: www.mybuildingpermit.com VM: 206.275.7730



x 0

TOTAL UNITS = 120.50

= 0.00

Residential Water Meter Sizing Worksheet

Owner's Name: Losh			Main Permit #		
Site Address: 9700 SE 61st. Pl		Water Permit #			
Fixture Type	Number of Fixtures			Fixture	
	New (For replacement, list as existing)	Existing	Total Fixtures	Units	Total Units
Bathtub or Combination Bath/Shower		1	1	x 4	= 4.00
3/4" Bathtub Fill Valve (Soaker Tubs)		1	1	x 10	= 10.00
Shower (per head)	1	3	4	x 2	= 8.00
Sink	1	7	8	x 1	= 8.00
Toilet	1	7	8	x 2.5	= 20.00
Bidet	>0 A-M-FEMALUS - MANAGEMENT - MARKET -	0	0	x 1	= 0.00
Kitchen Sink		1	1	x 1.5	= 1.50
Dishwasher		1	1	x 1.5	= 1.50
Bar Sinks & Ice Makers	1	2	3	x 1	= 3.00
Clothes Washer		1	1	x 4	= 4.00
Laundry Sink		1	1	x 1.5	= 1.50
Drinking Fountain		0	0	x 0.5	= 0.00
Hose Bibs (first) Each additional		9	0 9	x 2.5 x 1	= 0.00 = 9.00
Lawn Sprinkler Irrigation/per head	e ned 🕏 distanti kalita entra in ne ene e di entreventanti in nin e entre a na talen ele elementare entre ele	50	50	x 1	= 50.00

For Official Use Only				
REQUIRED SERVICE SIZE				
Requirements are based per 2015 U.P.C., Chapter 6, Table 610.4				
Existing Meter Size:	Meter Number:			
Upsize: \square Yes \square No If yes the code requires:	□ 5/8" □ ¾" □ 1" □ 1½" □ 2" □ Larger:			
Map Page & Hydrant #:	Required Supply Line Size:			
Distance from meter to farthest	Required Service Line Size:			
Fixture outlet (in feet):	(from water main to meter)			
Known Static Pressure: (Otherwise use 65lb/in)	*REQUIRED METER SIZE:			
Height difference (in feet):	** Pressure Reducing valve required: 🗌 Yes 🗎 No			
Minus if Building Higher – x .5				
Building Design P.S.I.				

^{*}Meter installation **DEPOSIT** for these items. Additional charges may be incurred for time and materials

^{**}Pressure Reducing valve is required if the known water pressure is in excess of 80 psi.