



# Enabling Authority

Cross Connection  
Drinking Water Program

Water System Name: Sleepy Hollow Phase I Water System

Water System PWS ID # 41- 00756 Revised Date: October 26, 2017

### Purpose

The purpose of this ordinance is to protect the health of the people served by this water system by preventing contaminants from flowing backwards into the water supply. To accomplish this, these rules are in compliance with Oregon Administrative Rules (OARs) 333-061-0070 through 333-061-0074.

### Requirements

Actual or potential cross connections are prohibited. If a potential exists for a cross connection the water system must be protected by an appropriate backflow prevention device or assembly.

Any high hazards, as specified in the OARs will be given the highest priority, and protected with an approved air gap or reduced pressure backflow assembly.

### Enforcement

The water system has the right to refuse or terminate water service to any customer who does not:

- Install a backflow device or assembly, when an actual or potential cross connection exists.
- Test the assembly at least annually and complete necessary repairs

The water system reserves the right to require a backflow device at the customer's side of the water meter if access is not allowed to determine if a backflow device or assembly is necessary.

The water system will allow a reasonable time to achieve compliance with our rules, but should a backflow incident occur, the water system has the right to terminate service immediately and restore it only after compliance.

### Additional

A list of all high hazard connections and how they are protected from a cross connection is attached to this enabling authority.

This enabling authority is approved and adopted and will remain in effect as of this date until such time as revised or eliminated.

Printed Name: KAREN MITCHELL

Title: Chair, Water Committee

Signature: [Handwritten Signature]

Date: 10-26-17

Printed Name: \_\_\_\_\_

Title: \_\_\_\_\_

Signature: \_\_\_\_\_

Date: \_\_\_\_\_