**Please provide the following information**

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Year home was built: \_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Address: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Is the original service line material still present? (Yes, No, or Unknown)” \_\_\_\_\_\_\_\_\_\_\_\_**

**Service Line material (lead, non-lead, galvanized, or unknown): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Are there other lead materials present? (unknown, none, goose neck, pig tail, or**

**other): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Once complete, please return this paper to your water utility by mail, drop off or email:**

**City of Indianola**

**PO Box F**

**Indianola NE 69034**

**indinola@gpcom.net**

**How to determine if you have a lead service:**

**Inspect the service line yourself**. You can save time and money and inspect the service line yourself. These lines typically enter your home through the wall facing the street on the lowest level but each setup can be unique to each home. If you do not own your home, please contact the homeowner for this information.

**Is it lead**? Start with a magnet or scratch test. Gently scratch the surface of the pipe with a coin. If the pipe is soft, easily scraped, silver and a magnet doesn’t stick, it is most likely **lead**.

**If not lead, then what?**

1. Does a magnet stick? If so and the line is dull grey when scratched, this portion of the service line is **galvanized steel**.
2. If the magnet doesn’t stick, it is same color as a penny when scratched or has greenish blue build up, this portion of the service line is **copper**.
3. If the magnet doesn’t stick. It is white-ish yellow or grey, is joined with a clamp, screw or glue, this portion of the service line is **plastic or Chlorinated polyvinyl chloride (CPVC)**.

**If you are still unsure about the materials present and have questions please contact Utility Superintendent Mitchell Nelms 308-340-3105.**