

**CITY OF MARSHALL
NEW * UPGRADED * TEMPORARY
ELECTRIC SERVICE APPLICATION**

FULL NAME _____ PHONE _____

customer agent

SIGNATURE _____ FAX _____

CONTACT NAME _____ PHONE _____

APPLICATION DATE _____ REQUESTED SERVICE DATE _____

- | | | | |
|---|---|---|---|
| <input type="checkbox"/> EXISTING BUILDING | <input type="checkbox"/> NEW BUILDING | <input type="checkbox"/> RESIDENTIAL: SINGLE FAMILY | <input type="checkbox"/> SINGLE PHASE 120/240 |
| <input type="checkbox"/> UPGRADE SERV | <input type="checkbox"/> TEMP CONN | <input type="checkbox"/> RESIDENTIAL: MULTI FAMILY | <input type="checkbox"/> THREE PHASE |
| <input type="checkbox"/> RELOCATE SERV | <input type="checkbox"/> STREET LIGHTING | <input type="checkbox"/> COMMERCIAL | <input type="checkbox"/> 120/208 |
| <input type="checkbox"/> REMOVE SERV | <input type="checkbox"/> NEW | <input type="checkbox"/> INDUSTRIAL | <input type="checkbox"/> 277/480 |
| <input type="checkbox"/> CONVERT SERV
(OH TO UG) | <input type="checkbox"/> RELOCATE
(OH TO UG) | <input type="checkbox"/> OTHER | |

SERVICE PANEL CURRENT RATING (AMPS) _____ PROPOSED CONNECTED KW _____
SERVICE PANEL PROPOSED RATING (AMPS) _____

PROPERTY TO BE SERVED

STREET ADDRESS _____ SUBDIVISION _____ LOT# _____

LEGAL DESCRIPTION (ATTACH SHEET IF NECESSARY): _____

CUSTOMER BILLING

INDIVIDUAL CORPORATION PARTNERSHIP OTHER _____

NAME(S) _____ STREET ADDRESS AND P.O. BOX _____

CITY/STATE/ZIP _____ BUSINESS PHONE _____ HOME PHONE _____

IF INDIVIDUAL, SS# _____ IF BUSINESS, FED. EMP. ID# _____

AUTHORIZED REPRESENTATIVE OR AGENT NAME & TITLE _____ PHONE _____

OFFICE USE ONLY

CHARGES				
ITEM	CHARGES	PAID	APP. ACCEPTED BY _____	DATE _____
ELECT TAP	_____	_____	CHARGES CALCULATED BY _____	DATE _____
TEMP CONN.	_____	_____	PAYMENT REC BY _____	DATE _____
ELEC. IMPROV	_____	_____	METHOD OF PAYMENT _____	
TOTAL CHARGES	_____	_____		

I AGREE TO ABIDE BY ALL ELECTRIC RULES AND REGULATIONS SET FOURTH IN THE CODE OF ORDINANCES ENACTED BY THE CITY COUNCIL OF THE CITY OF MARSHALL, ILLINOIS.