## **Original Language**

Sec. 86.003. - Extensions and connections to city water or wastewater system outside the city limits.

- (a) Applications for service connections to existing city water or wastewater lines to serve a property located outside the city limits will be granted only with the approval of the city manager. Each such application must be accompanied by a written request for annexation of the applicant's property.
- (b) Applications for extension of city water or wastewater lines to serve a property located outside the city limits will be granted only with the approval of the city council. An application for approval of such an extension must be accompanied by a written request for annexation of the applicant's property. If the property is not contiguous to the city limits, the application must be accompanied by a written request for annexation of an area at least 15 feet in width from each property owner or, for public right-of-way, the entity having jurisdiction over the right-of-way, along the intended route of the line extension.
- (c) Annexation requests must be submitted on forms approved by the city.

(Ord. No. 2018-04, § 29, 4-17-18)

## Redline Option Language

Sec. 86.003. - Extensions and connections to city water or wastewater system outside the city limits.

- (a) Applications for service connections to or extension of city water or wastewater lines to serve a property located outside the city limits will be granted only with the approval of the city council. An application for approval of such an extension must be accompanied by a written request for annexation of the applicant's property. If the property is not contiguous to the city limits, the application must be accompanied by a written request for annexation of an area at least 15 feet in width from each property owner or, for public right-of-way, the entity having jurisdiction over the right-of-way, along the intended route of the line extension.
- (c) Annexation requests must be submitted on forms approved by the city.