



CITY OF ASPERMONT

P.O. BOX 277 ~ 411 SOUTH BROADWAY ~ ASPERMONT, TEXAS 79502 ~ STONEWALL COUNTY

Phone 940-989-3585 ~ Fax 940-989-2692

MAYOR - STEVEN ELLIS

MAYOR PRO-TEM - CHRIS LIPHAM

COUNCIL MEMBERS -Bailey Springer, MARLA McCOY

CODY MYERS,

CITY ADMINISTRATOR - LORENZO CALAMACO

CITY SECRETARY - TAMMY GIBSON

BOIL WATER NOTICE

Due to reduced distribution system pressure line break the Texas Commission on Environmental Quality has required the City of Aspermont public water system to notify all customers to boil their water prior to consumption (e.g., washing hands/face, brushing teeth, drinking, etc). Children, seniors, and persons with weakened immune systems are particularly vulnerable to harmful bacteria, and all customers should follow these directions).

To ensure destruction of all harmful bacteria and other microbes, water for drinking, cooking, and ice making should be boiled and cooled prior to use for drinking water or human consumption purposes. The water should be brought to a vigorous rolling boil and then boiled for two minutes.

In lieu of boiling, individuals may purchase bottled water or obtain water from some other suitable source for drinking water or human consumption purposes.

When it is no longer necessary to boil the water, the public water system officials will notify customers that the water is safe for drinking water or human consumption purposes.

Once the boil water notice is no longer in effect, the public water system will issue a notice to customers that rescinds the boil water notice in a manner similar to this notice.

Please share this information with all the other people who drink this water, especially those who may not have received this notice directly (for example, people in apartments, nursing homes, schools, and businesses). You can do this by posting this notice in a public place or distributing copies by hand or mail.

If you have questions concerning this matter, you may contact City of Aspermont at 940-989-3585 or Juan Flores Jr. at 940-989-3585.