

July 11, 2024

**EAGLE LAKE AND CHILSON AREA
TICONDEROGA T., ESSEX COSUNTY**

**MANDATORY
BOIL WATER ORDER**

YOU ARE HEREBY ORDERED TO BOIL ALL WATER FOR DRINKING AND CULINARY PURPOSES. THIS ORDER IS BEING ISSUED PURSUANT TO SECTION 1107 OF THE PUBLIC HEALTH LAW. THIS ORDER IS BEING ISSUED TO ALL EAGLE LAKE AND CHILSON HILL WATER CUSTOMERS IN THE FOLLOWING LOCATIONS ONLY:

Eagle Lake

Chilson Hill

All water connections between Eagle Lake & the old uncovered Chilson Reservoir

DO NOT DRINK THE WATER WITHOUT BOILING IT FIRST. Bring all water to a boil in a clean container, let it boil for one minute, and let it cool before using, use bottled water certified by NYSDOH, or use water from a public water system approved by NYSDOH. Boiled or bottled water certified by NYSDOH should be used for drinking, making ice, washing dishes, brushing teeth and food preparation until further notice.

The Boil Water Order is being issued because the water department is fixing a water main break. This construction work requires that a Boil Water Order be issued to protect public health. Contamination including sediments and bacteria may enter the water system during the construction period. After construction work is complete, the work will be disinfected, the system will be flushed, and chlorine residuals will be evaluated. Consumers will be notified as soon as the Mandatory Boil Water Order is rescinded.

Please note that the current longstanding Precautionary Boil Water Order will remain in effect due to the fact that the source water is a surface source and is only being disinfected and not filtered, as required by NYS regulations.

The Boil Water Order shall only be lifted when repairs have been completed on the distribution system, water pressure has been restored to all customers, and two consecutive daily samples show no bacteriological contamination.

BY ORDER OF THE COMMISSIONER OF HEALTH



BY: KRISTEN M. SAYERS
DISTRICT DIRECTOR

This must be posted in a prominent location until the Boil Water Order is lifted.