



Walnut Creek Special Utility District

P.O. Box 657
1155 Hwy. 199 West
Springtown, Texas 76082
(817) 220-7707
(817) 523-4463
Fax (817) 523-0359

Boil Water Notice for Community Public Water Systems July 23, 2025

Due to **a water main break**, the Texas Commission on Environmental Quality has required the **Walnut Creek Special Utility District** 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, Walnut Creek S.U.D. 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Once the boil water notice is no longer in effect, Walnut Creek S.U.D will issue a notice to customers that rescinds the boil water notice in a manner similar to this notice.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.

Area(s) under this notice:

West side of Easthill Dr
Meandering Ct
662 - 1008 Summit Dr Even numbers only

If you have questions concerning this matter, you may contact:

Walnut Creek Special Utility District
1155 W Highway 199
Springtown, TX 76082

Phone- 817-220-7707 or 817-523-0359