How to Work with Metro Agencies

- 1. With other neighbors, identify common problems you see.
- 2. <u>Report problems</u> to the proper agency. Keep a "<u>neighborhood diary</u>," listing the agency you called, who you talked to, date & time, what they said. Compare notes with other neighbors.
- 3. Expect Metro agencies to be "accountable" to do what they are supposed to do. Say "Thanks!"

Who To Call

For Help With:

Metro Codes Department 862-6590 [Ask for a "request number," so you can call back to check progress.] nashville.gov/codes/report_violations.aspx	 Run-down buildings or homes Inoperable or unlicensed vehicles Abandoned vehicles on public property Yards with junk, trash, appliances, etc. Graffiti on private buildings Car repair or other business in residential area
Metro Water Services (Storm Water) 862-4600, Press 4	Storm water drainage problems
Metro Health Department (Environmental Sanitation) 340-5644	 Illegal dumping (on public or private land) Overgrown vacant lots or buildings Dog pen odors / Plumbing problems (sewage) Garbage, trash, junk, or abandoned cars on vacant lots Hypodermic needle removal
Metro Health Department (Pest Management) 340-5668	 Rat or mouse control Cockroach, mosquito, fly, flea, tick control Bird, snake, bat control
Metro Health Department (Animal Services) 862-7928	 Animal bites, or dogs running at large Stray and vicious dogs Animal adoptions or animal cruelty
Metro Public Works Dept (Waste Management) 880-1000	 Garbage pickup / Brush & leaf collection Dead animal removal Curbside recycling / Drop-off sites for recycling, trash, etc
Metro Public Works Dept (General) 862-8750 nashville.gov/pw/talktous/default.aspx	 Alley clean-up / Overgrown alleys or right-of-way on streets To schedule Bulk Item Pickup by Sheriff's Dept (individual) Road repair or paving (potholes, etc) Street signs / Graffiti cleanup
Nashville Electric Service 736-6900 / 747-3876	Burned-out street lights (Write down number on yellow metal tag on pole.) <u>www.nespower.com/securitylight.aspx</u>