



IN THE HIGH COURT OF JUSTICE
CHANCERY DIVISION
COMPANIES COURT

Petition No 6694 of 2015

MR REGISTRAR BAISTER

In the Matter of Pump & Wastewater Engineering Ltd

and

In the Matter of The Insolvency Act 1986

UPON THE PETITION OF COMMISSIONERS FOR HM REVENUE AND CUSTOMS
creditors of the above-named Company presented to this Court on 9th October 2015

AND UPON HEARING Counsel for the Petitioner and No one appearing on behalf of the
said Company

AND UPON READING THE EVIDENCE

AND the Court being satisfied on the evidence that the EC Regulation does apply and that
these proceedings are main proceedings as defined in Article 3 of the EC Regulation

IT IS ORDERED THAT Pump & Wastewater Engineering Ltd (registered number 5881264)
be wound-up by this court under the provisions of The Insolvency Act 1986

AND IT IS ORDERED THAT the costs of the Petitioner of the Petition be paid out of the
assets of the Company

Dated: 23rd November 2015

Note: One of the Official Receivers attached to the Court is by virtue of this order liquidator
of the Company

To:
SOLICITOR FOR HM REVENUE AND CUSTOMS
SOLICITORS OFFICE 3RD FLOOR
SOUTH WEST WING
BUSH HOUSE
STRAND LONDON
WC2B 4RD

Ref: SLR1801819/39/G

WEDNESDAY



A4NDL84P

A05

30/12/2015

#142

COMPANIES HOUSE



Reference: **LQD4563495**

NOTCH

**Pursuant to Section 130(1) of the Insolvency Act 1986
and Rule 4.21(3) of the Insolvency Rules 1986**

**S.130(1)
R4.21(3)**

The Registrar of Companies
Liquidation Section
Room 1 03
Companies House
DX 33050 Cardiff

For official use

--	--	--

Company Number

05881264

Name of Company
Pump & Wastewater Engineering Ltd

I, J Goode, Official Receiver and Liquidator, of Eastbrook, Shaftesbury Road, CAMBRIDGE
enclose a copy of the court's notice of the winding-up order made against the company on
23 November 2015 for filing on the company's file

I also enclose a copy of the winding-up order for filing on the company's file

Date 29 December 2015



J Goode

Official Receiver and Liquidator

For Official Use	
Liquidation Section	Post Room

