

## SSTS MAINTENANCE REPORT

System/Location		
Address <u>23840 St. Croix Trail North</u>	Telephone Number <u>651-433-2854</u>	
City <u>Scandia MN</u>	State <u>MN</u> ZIP <u>55073</u>	Property ID No./GEO Code <u>06.032.19</u>
Owner <u>Kathleen Mullen</u>	Pumping Date <u>12-10-15</u>	<u>220001</u>
Contractor		
Maintainer	MPCA License No.	Telephone Number

**What was done to the system?**

Tank(s) Pumped  
 Sludge and scum measured.  
 Do tanks need to be pumped?  
 Yes  No (if no provide measurements below)

**Report Liquid Capacity in Gallons**

Tank 1: 1000  Pumped Tank 2: 500  Pumped  
 Tank 3: \_\_\_\_\_  Pumped Tank 4: \_\_\_\_\_  Pumped  
 Total Gallons Pumped: 1514

NOTE: This does not serve as a compliance inspection.

Visual Inspection (note any problems with the system):

**\*Tank Measurements-Use Only if Tank(s) Were NOT Pumped**

Tank Length \_\_\_\_\_ in.  Tank Width \_\_\_\_\_ in.  Tank Depth \_\_\_\_\_ in. = Tank Volume (cubic inches) \_\_\_\_\_

Tank Radius \_\_\_\_\_ in.  Tank Radius \_\_\_\_\_ in.  3.14 = Tank Volume (cubic inches) \_\_\_\_\_

Tank Volume (cu. in.) \_\_\_\_\_ / 231.01 = Liquid Capacity \_\_\_\_\_ Gallons / Tank Depth \_\_\_\_\_ in. = Gallons/Inch \_\_\_\_\_

Sludge Level \_\_\_\_\_ in.  Gallons Per Inch \_\_\_\_\_ = Sludge Volume \_\_\_\_\_ Gallons

Scum Level \_\_\_\_\_ in.  Gallons Per Inch \_\_\_\_\_ = Scum Volume \_\_\_\_\_ Gallons

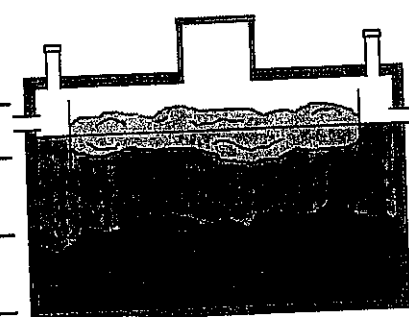
Sludge Volume \_\_\_\_\_ + Scum Volume \_\_\_\_\_ = Total Sludge and Scum Volume \_\_\_\_\_ Gallons

Total Sludge and Scum Volume \_\_\_\_\_ / Liquid Capacity \_\_\_\_\_ = Percent Sludge and Scum in Tank \_\_\_\_\_ %

Scum Layer

Effluent

Sludge Layer



Tank Depth measured from invert of outlet pipe to bottom of tank

\*Tanks must be pumped if either of the following conditions exist:  
 1. The top of the sludge layer is less than 12 inches from the bottom of the outlet baffle; or  
 2. Total sludge and scum volume is greater than 25 percent of the tank's liquid capacity.

Signature \_\_\_\_\_

Date 12-10-15

Reset Form