Department of Environment, Health and Natural Resources Division of Environmental Health On-Site Wastewater Section

Owner:

Address:

Sheet: Property ID: Lot #: File #:

Code:

3FD 2205-0019

SOIL/SITE EVALUATION for ON-SITE WASTEWATER SYSTEM

Applicant: Holman

Initial

System

LowPao

Description

Site LTAR

Available Space (.1945) System Type(s)

Repair System

Con Pro

3 - .4

Date Evaluated: 4-11-23

Locati Water Evalua	sed Facility: on of Site: Supply: ation Method of Wastewate	Auge	Prop	gn Flow (.1949): 36 erty Recorded: Individual W	Vell Spring	□ Oth	er			
P R O F I L E	.1940 Landscape Position/ Slope %	Horizon Depth (In.)	SOIL MORPHOLOGY .1941		OTHER PROFILE FACTORS					
			.1941 Structure/ Texture	.1941 Consistence Mineralogy	.1942 Soil Wetness/ Color	.1943 Soil Depth (IN.)	.1956 Sapro Class	.1944 Restr Horiz	Profile Class & LTAR	
1, 2	L 5-10%	0-4	SL LOPAR	Rocks Fr. En NIND Fin SBK S.P					w 175	>
3		4-30	scine	Ann SBC 5.P	24" to Noc	K			.3-,	4
			0		50	SUPPOSTE Changeterist	ic	-		
					,					
					8 8 3					
	+									
Descr	intion	1	nitial R	Repair System	Other Factors (.1946):					

Site Classification (.1948): ps

Evaluated By: Others Present:

COMMENTS: ____

LANDSCAPE POSITIONS	GROUP	TEXTURES	.1955 LTAR	CONSISTENCE MOIST	WET
R-RIDGE S-SHOULDER SLOPE L-LINEAR SLOPE FS-FOOT SLOPE	I II	S-SAND LS-LOAMY SAND SL-SANDY LOAM	1.2 - 0.8 0.8 - 0.6	VFR-VERY FRIABLE FR-FRIABLE FI-FIRM	NS-NON-STICKY SS-SLIGHTY STICKY S-STICKY
N-NOSE SLOPE		L-LOAM		VFI-VERY FIRM	VS-VERY STICKY
H-HEAD SLOPE			-	EFI-EXTREMELY FIRM	NP-NON-PLASTIC
CC-CONCLAVE SLOPE	Ш	SI-SILT	0.6 - 0.3		SP-SLIGHTLY STICKY
CV-CONVEX SLOPE		SIL-SILT LOAM			P-PLASTIC
T-TERRACE		CL-CLAY LOAM			VP-VERY PLASTIC
FP-FLOOD PLAN		SCL-SANDY CLAY LOAM			

IV SIC-SILTY CLAY 0.4 - 0.1

C-CLAY

SC-SANDY CLAY

STRUCTURE SG-SINGLE GRAIN M- MASSIVE CR-CRUMB GR-GRANULAR

SBK-SUBANGULAR BLOCKY ABK-ANGULAR BLOCKY

PL-PLATY

MINERALOGY SLIGHTLY EXPANSIVE

EXPANSIVE

PR-PRISMATIC Show profile locations and other site features (dimensions, references or benchmark, and North) 0 new round