Department of Environment, Health and Natural Resources Division of Environmental Health On-Site Wastewater Section Sheet:
Property ID:
Lot #:
File #:
Code:

SOIL/SITE EVALUATION for ON-SITE WASTEWATER SYSTEM

Owner: Ben STOUT Applicant:			
A 11 (1) At 1 1 1	Date Evaluated: //-7-27 Design Flow (.1949): 480 670	Property Size:	
Location of Site:	Property Recorded:		
Water Supply: Evaluation Method: Auger Boring	c∏ Individual ☐ Well ☑ Pit ☐ Cut	☐ Spring	Other
Type of Wastewater: Sewa	ge Industrial Process	☐ Mixed	

P R O F I L	.1940 Landscape	Horizon	SOIL MORPHOLOGY .1941			OTHER PROFILE FACTORS .1942 Soil .1943 .1956 .1944				Profile
Pit	Position/ Slope %	Depth (In.)	.1941 Structur Textur	re/ re	Consistence Mineralogy	Wetness/ Color	Soil Depth (IN.)	Sapro Class	Restr Horiz	Class & LTAR
1+3	L	0-12	45 (Gr	F-INI/NP/Nd					PS
	2-5%	12-20	sci s	BL	F-/ns/ne/wa F-/ss/sp/sxp F-/ns/ne/wxp	>48"	>48"	_		PS 55 Group III
		20-48	SL G	,	Fr/NS/NP/NXP					III
PIT	1	0-12	25 6	7-	F-/NS/NP/NRP	10yp6/2	>48"	_	_	5.6
2	2-5%	12-58	SZ (41	FOLUSINGLAR	10yp6/2 ≥38"				5.6 Grove

Description	Initial System	Repair System	Other Factors (.1946): Site Classification (.1948):	PS.
Available Space (.1945)	V.	V.	Evaluated By:	Ma RETT
System Type(s) Tump	258120	25% 120	Others Present:	,
Site LTAR	.55	. 6		

COMMENTS: ____

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

C-CLAY SC-SANDY CLAY STRUCTURE

IV

SG-SINGLE GRAIN M- MASSIVE CR-CRUMB **GR-GRANULAR** SBK-SUBANGULAR BLOCKY ABK-ANGULAR BLOCKY

MINERALOGY SLIGHTLY EXPANSIVE

SIC-SILTY CLAY 0.4 - 0.1

EXPANSIVE

