## PLEASE NOTE: AN ONLOT SEWAGE PERMIT MUST BE OBTAINED PRIOR TO THE ISSUANCE OF A BUILDING PERMIT

## ONLOT SEWAGE DISPOSAL SYSTEM PROCEDURES

## ROARING BROOK TOWNSHIP, LACKAWANNA COUNTY

- 1. Applicant contacts the Roaring Brook Township Office located on Blue Shutters Road advising office staff of applicant's desire to obtain an On-lot Sewage Permit.
- 2. The office staff contacts the Sewage Enforcement Officer (SEO), advising him of the name of the applicant.
- 3. The SEO contacts the applicant to discuss lot location and specifics pertaining to the Onlot System and the required fees.
- 4. SEO forwards an application for the On-lot Sewage Disposal System to the applicant
- 5. Applicant completes Section I of the application and returns it to the township office along with the designated fee.

Note: If your building lot has a test pit and a percolation test has been completed, you would have a copy of your <u>Site Investigation And Percolation Test Report For On-Lot Disposal Of Sewage form ER-BWO-209 Appendix A.</u> Procedures 6 and 7 do not apply; go directly to Procedure 8. However, if you desire a <u>new location</u> for your on-lot system and have this form completed, Procedures 6 and 7 do apply.

- 6. Applicant is required to hire a backhoe and operator at applicant's expense to dig test pits for soil analysis at a time that is convenient for both SEO and backhoe operator.
- 7. If the soil analysis meet the criteria set forth by the Pennsylvania Department of Environmental Protection, the applicant is then required to supply a fifty-five gallon drum of water to the site and dig six or more test holes with an auger or post-hole digger at a predetermined depth in order for the SEO to perform the percolation tests.
- 8. Based on the results of the percolation tests the SEO determines the type of Sewage Disposal System most suitable for the lot.
- 9. Applicant must submit a set of detailed drawings of the system to be installed to the SEO
- 10. SEO reviews drawings and issues or denies sewage permit.