



13 ELEMENTS OF A SWPPP

- 1. MARK CLEARING LIMITS
- 2. ESTABLISH
 CONSTRUCTION
 ACCESS
- 3. CONTROL FLOW RATES
- 4. INSTALL SEDIMENT CONTROLS
- 5. STABILIZE SOILS
- 6. PROTECT SLOPES

- 7. PROTECT DRAIN INLETS
- 8. STABILIZE CHANNELS AND OUTLETS
- 9. CONTROL POLLUTANTS
- 10. CONTROL DEWATERING
- 11. MAINTAIN BMPS
- 12. MANAGE THE PROJECT
- 13. PROTECT LID BMPS

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BEST MANAGEMENT PRACTICES (BMPS)

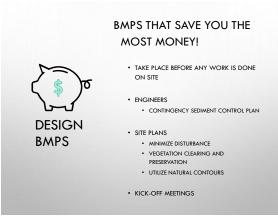
<u>Definition</u>: Schedules of activities, prohibitions of practices, maintenance procedures, and structural and/or managerial practices, that when used individually or in combination, prevent or reduce the release of pollutants to waters of Washington State.

TYPES OF BMPS

- DESIGN
- PROCEDURAL
- PHYSICAL
 - SOURCE CONTROL
 - RUNOFF CONVEYANCE
 - TREATMENT



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DESIGN BMPS MINIMIZE DISTURBANCE (FOOTPRINT) OF PROJECT. MAXIMIZE INTEGRATION OF EXISTING LAND CONTOURS. MINIMIZE LENGTH AND GRADIENT OF SLOPES. ACCOUNT FOR BOTH ONSITE AND OFFSITE STORMWATER DURING CONSTRUCTION. MINIMIZE DISCHARGE POINTS.



PROCEDURAL BMPS CONTROL AND CONSTRUCTION SCHEDULES (THEY DON'T HAVE TO CONFLICT) 10



16 **SCHEDULING** SEASONAL AND WEEKLY ACTIVITY

11 12





















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PHYSICAL BMPS

- IMPLEMENTATION OF EROSION & SEDIMENT CONTROL PRACTICES TO THE SOIL
- MUST BE A SUPPLEMENT TO AND NOT A REPLACEMENT FOR DESIGN & PROCEDURAL BMPS.



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EROSION
CONTROL
VS.
SEDIMENT
CONTROL

Sediment Control – recapture eroded soil before it leaves the construction site.

Erosion Control – prevention or minimization of soil erosion

Sediment Control – recapture eroded soil before it leaves the construction site.

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PHYSICAL BMPS SOURCE CONTROL RUNOFF CONVEYANCE REDUCE EROSION CONTROL FLOW OF WATER ON-SITE • STABILIZE SOILS ALLOW SEDIMENTS TO SETTLE OUT SEDIMENTS SETTLE CREATE/MAINTAIN MANAGE WATER LEAVING **CONSTRUCTION SITE BOUNDARIES** SITE MANAGE DISTURBED SOILS TREATMENT ON-SITE PASSIVE AND ACTIVE

SOAK IT IN (MULCH & SEED)

SPREAD IT AROUND (SHEET-FLOW)

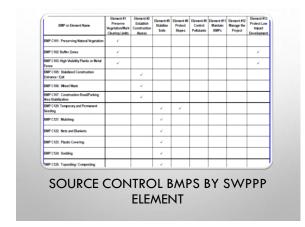
SLOW IT DOWN (ROUGHENED SURFACE & CHECK DAMS)

CHECK DAMS)

SIFT IT OUT (PERIMETER BARRIERS)

SETTLE IT OUT (TRAPS & BASINS)

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