Municipal Storm Drain System receiving the discharge from the construction project: Click here to enter text.

Receiving Waters (look up http://mapserv.utah.gov/surfacewaterquality/ to identify your receiving water body)

Enter the name(s) of the first surface water(s) that receives storm water directly from your site and/or from the MS4 listed above. **Note:** *multiple rows provided in the case that your site has more than one point of discharge in which each flows to different surface waters.*

1. Click here to enter name of receiving waters.
2. Click here to enter name of receiving waters.
3. Click here to enter name of receiving waters.
4. Click here to enter name of receiving waters.

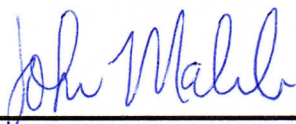**Impaired Waters (refer to http://mapserv.utah.gov/surfacewaterquality/ in the left hand column to determine status of receiving water body).**

Select any impaired surface water(s) that your site will discharge to, either directly or through the MS4 selected above.

Impaired Surface Water	Is this surface water impaired?		Pollutant(s) causing the impairment	Has a TMDL been completed?		Pollutant(s) for which there is a TMDL
Click here to enter text.	☐ Yes	☐ No	Click here to enter text.	☐ Yes	☐ No	Click here to enter text.
Click here to enter text.	☐ Yes	☐ No	Click here to enter text.	☐ Yes	☐ No	Click here to enter text.

13. Certification and Notification

I, John Marble, certify under penalty of law that this document and all attachments were prepared under my direction or supervision in accordance with a system designed to assure that qualified personnel properly gathered and evaluated the information submitted. Based on my inquiry of the person or persons who manage the system, or those persons directly responsible for gathering the information, the information submitted is, to the best of my knowledge and belief true, accurate, and complete. I am aware that there are significant penalties for submitting false information, including the possibility of fine and imprisonment for knowing violations.

X ~~John Marble~~
_____
Construction Operator: