BRIAN W. BENNION, M.P.A., L.E.H.S. Health Officer/Executive Director

December 05, 2016



Weber County Planning Commission 2380 Washington Blvd. Ogden, UT 84401

RE:

Preliminary Subdivision Feasibility Hidden Haven Estates, 2 Lots Parcel #20-104-0004

Soil log #14434

Gentlemen:

The soil and percolation information for the above-referenced lots have been reviewed. Culinary water will be provided by Eden Water District, an extension of an existing approved non-community water system. A letter from the water supplier is required prior to issuance of a permit.

DESIGN REQUIREMENTS

Lots 4A & 4B: Anticipated ground water tables not to exceed 48 inches, fall within the range of acceptability for the utilization of an Conventional Wastewater Disposal System as a means of wastewater disposal. Maximum trench depth is limited to 24 inches. The absorption system is to be designed using a maximum loading rate of 0.6 gal/sq. ft. /day as required for 30 mpi percolation rates.

Plans for the construction of any wastewater disposal system are to be prepared by a Utah State certified individual and submitted to this office for review prior to the issuance of a Wastewater Disposal permit.

All subdivisions plats submitted for review are to show the location of exploration pits and percolation tests as well as the documented soil horizons and percolation rates. Mylars submitted for signature without this information will be returned.

Each on-site individual wastewater disposal system must be installed in accordance with R317-4, Utah Administrative Code, Individual Wastewater Disposal Systems and Weber-Morgan District Health Department Rules. Final approval will be given only after an on-site inspection of the completed project and prior to the accomplishment of any backfilling.

Please be advised that the conditions of this letter are valid for a period of 18 months. At that time the site will be re-evaluated in relation to rules in effect at that time.

Sincerely,

Brian Cowan, LEHS

Environmental Health Division

801-399-7160