



UPPER BLACKSTONE

WATER POLLUTION ABATEMENT DISTRICT

Wastewater Sludge Disposal Questionnaire

Responses are required for all of the questions below: The District does not have facilities to receive sludge cake, only liquid receiving.

Please complete and forward to [Mike Foisy and Bill Wrightson](#).

Date: _____

Name of Facility: _____

Address: _____

Contact: (name) _____
(number) _____

Average Daily Flow: _____ mgd

1. Describe your wastewater treatment processes (i.e preliminary treatment, primary treatment, secondary treatment, advanced treatment).

2. What chemicals do you add to the liquid stream (prior to disinfection) and for what purpose (i.e. alum for phosphorus removal, potassium permanganate for odor control)?

3. Does your facility generate (circle one or more): Primary Sludge Secondary Sludge Tertiary Sludge

4. Describe your primary and secondary sludge processing (i.e. thickening, dewatering, current ultimate disposal, polymer or other chemical addition). *(attach process flow diagram, if possible)*

5. If multiple sludges are blended (such as primary and secondary) describe at what point in the process the blending occurs.

6. How much sludge do you generate annually? (dry tons per day, or gallons per day)

7. What is the typical percent solids of your sludge? Thickened _____ %

8. Do you accept septage? Y N
How much per month?

9. Any industrial dischargers to the system? Y N
Which Industries?

10. Do you accept any discharges from a water treatment plant? Y N
If so, is alum used at that water treatment plant? Y N
If so, is the discharge from the water treatment plant constant or is it received as a slug?
Constant Received as a slug

If it is a slug, how frequently is it received and in what quantity?

11. If you haul sludge off-site for disposal, do you have a contract with a hauler or does your facility/town/city own its own truck? (circle) Contract Municipal truck

If so, which hauler to you use? _____

How much do you pay for sludge disposal (i.e. \$/gal, \$/dry ton)? _____