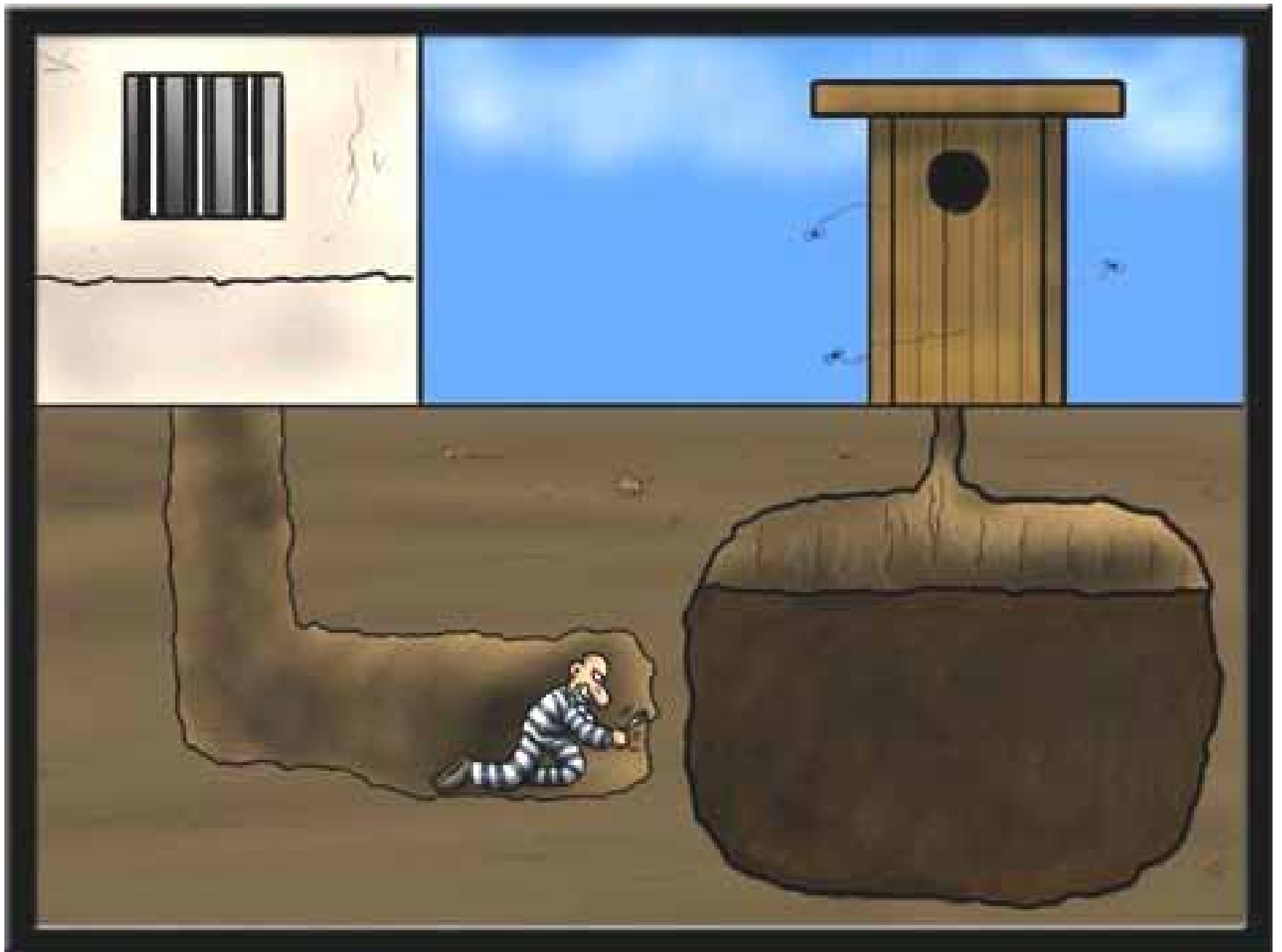
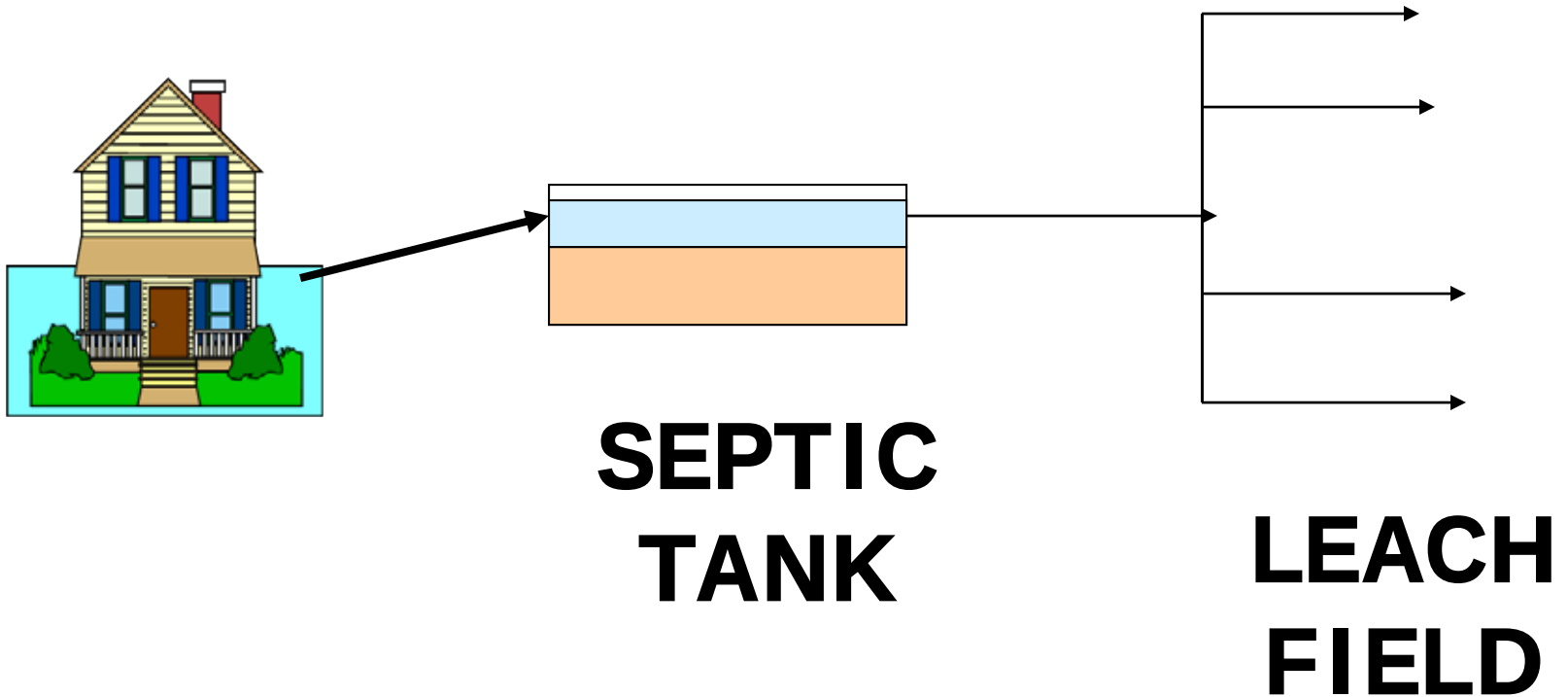
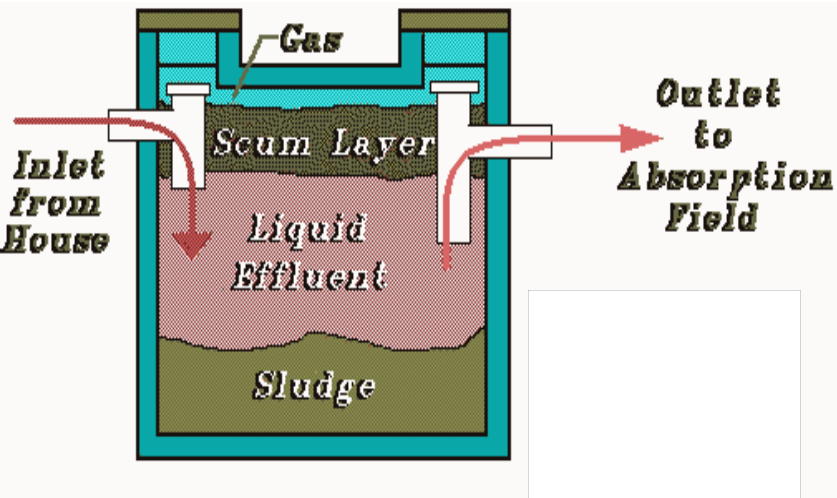




ON-SITE TREATMENT



“CONVENTIONAL SYSTEM”



**SCUM,
LIQUID,
SOLIDS**

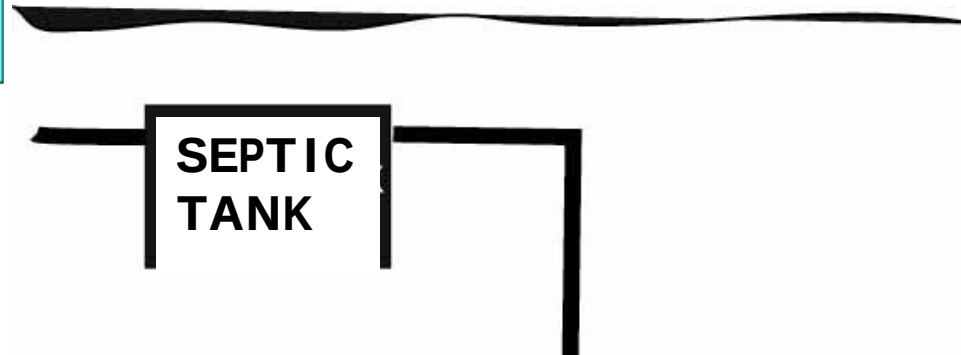
SEPTAGE

**ANAEROBIC CONDITIONS IN
THE SEPTIC TANK,**

**AEROBIC CONDITIONS IN THE
LEACH FIELD**



ON-SITE OPTIONS



**“ALL” OPTIONS BEGIN
WITH A SEPTIC TANK
(PRIMARY TREATMENT)**

ALTERNATIVE SYSTEMS NEEDED WHEN...

- **TOO MUCH VOLUME TO TREAT**
- **POOR SOIL**
- **TOO SMALL A LOT**
 - **HIGH WATER TABLE or
ENVIRONMENTALLY SENSITIVE
AREA**



**SOMETIMES
CHAMBERS
ARE
INSTALLED
INSTEAD OF
LEACH
FIELDS**

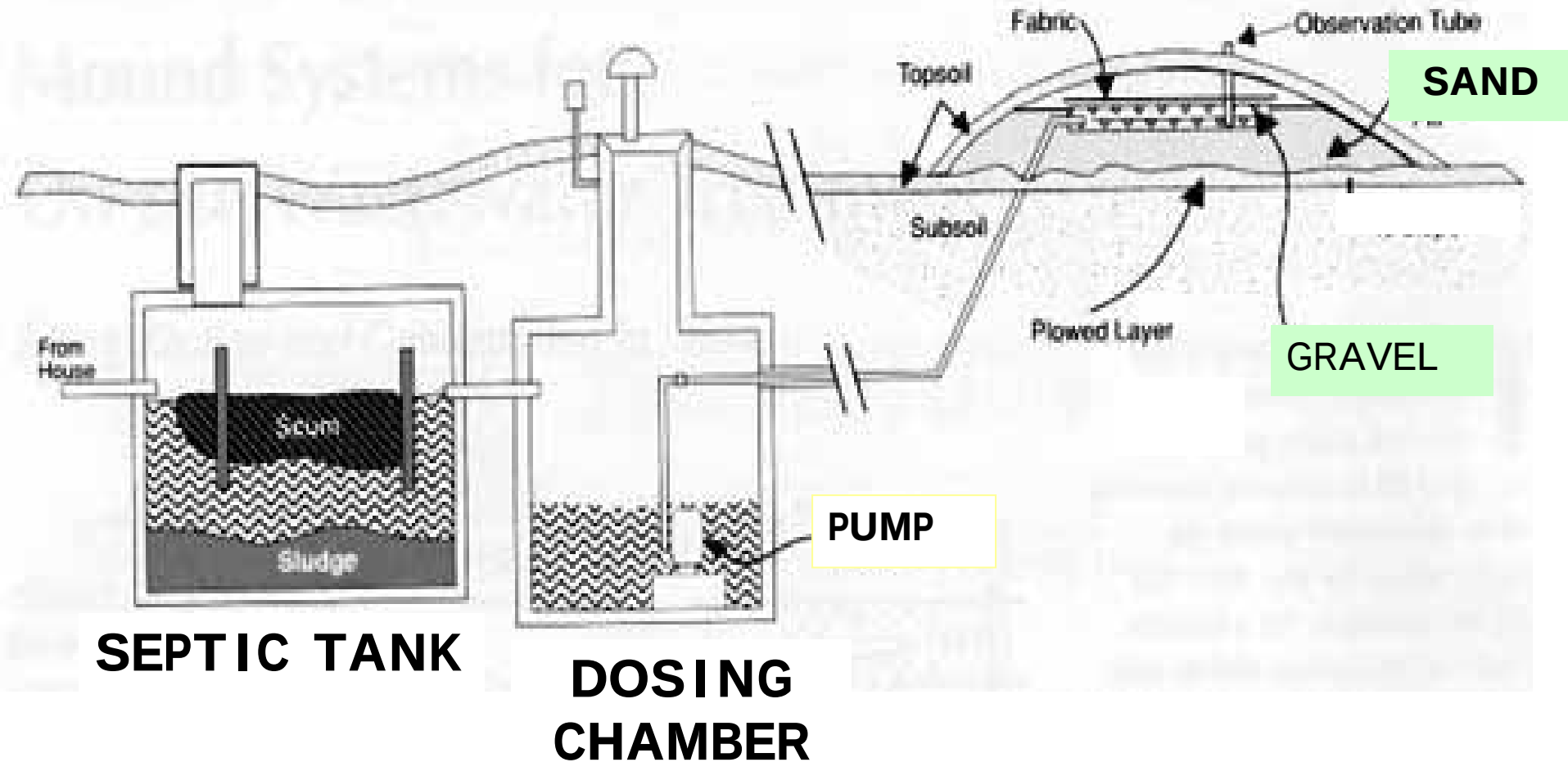


ON-SITE OPTIONS



- **MOUND SYSTEM**

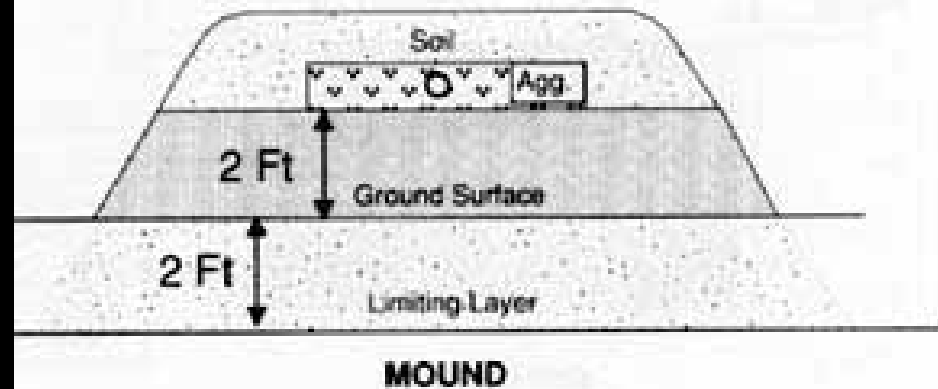
MOUND SYSTEM



MOUND SYSTEM

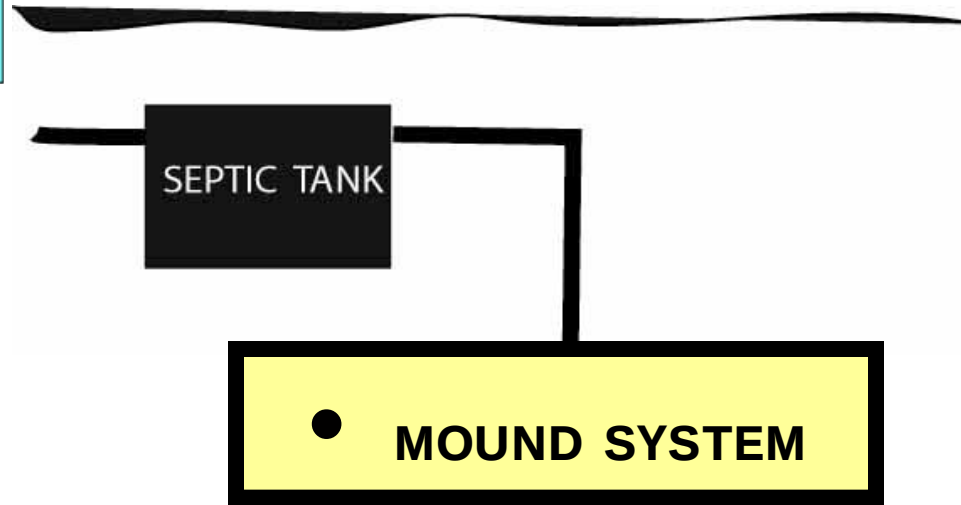
BUILD WHERE:

- **<10 ft to
rock**
- **<1 inch/hr
percolation**



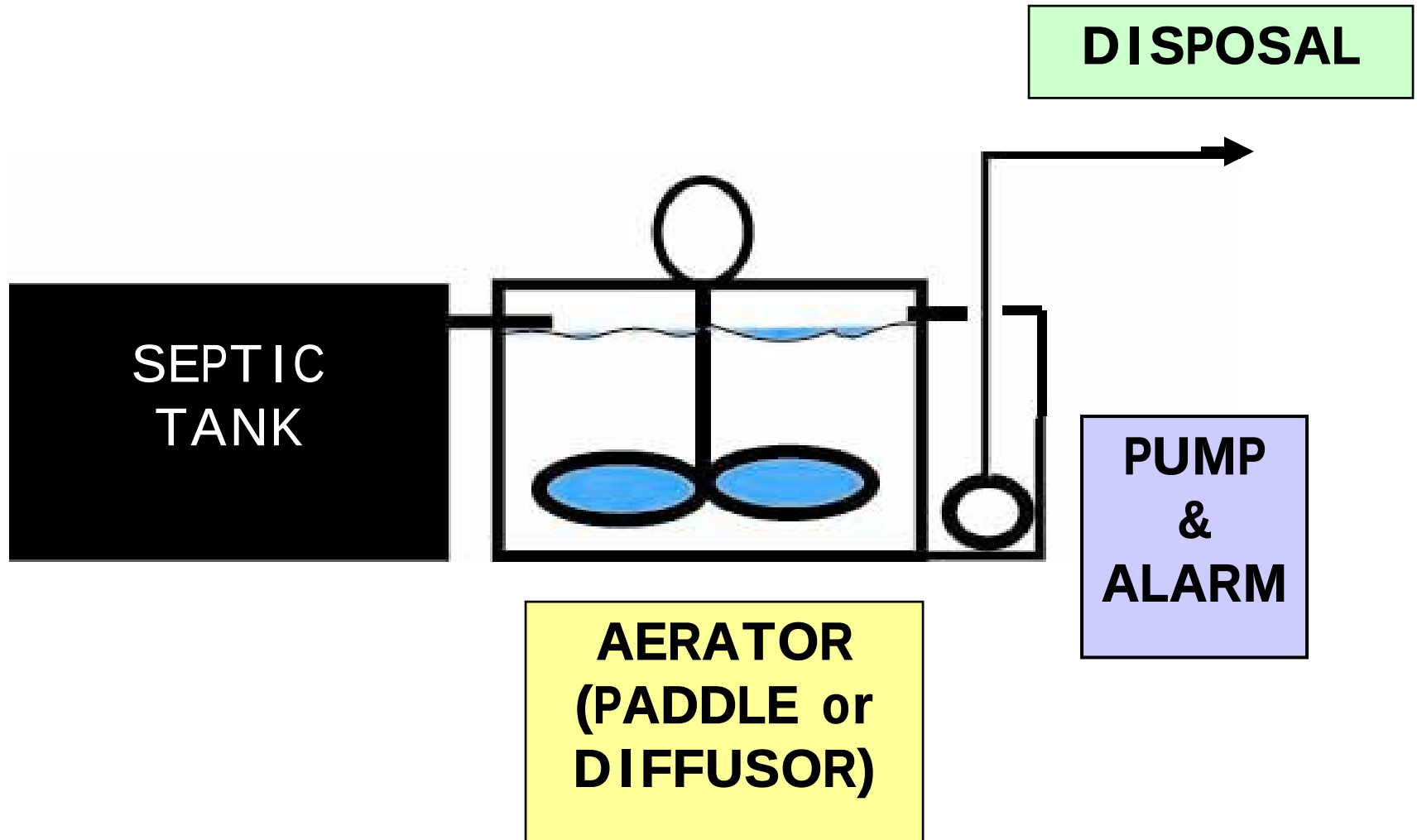


ON-SITE OPTIONS



- AEROBIC SYSTEM

AEROBIC SYSTEM



POTENTIAL PROBLEMS WITH AEROBIC SYSTEMS

**NEGLECTION FROM
HOMEOWNERS**

**SOME STATES REQUIRE
CERTIFIED OPERATORS TO
MAINTAIN THESE UNITS**



ON-SITE OPTIONS

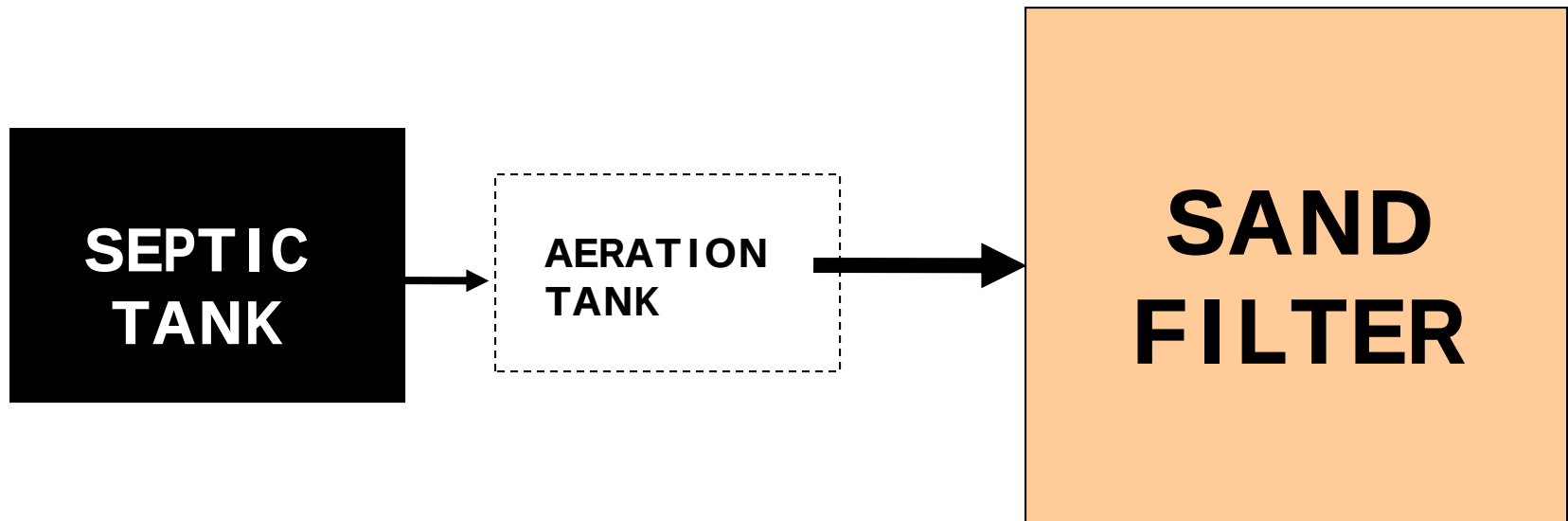
SEPTIC TANK

- MOUND SYSTEM

- AEROBIC SYSTEM

- SAND FILTER

SAND FILTERS



- **FILTERS CAN BE ABOVE GROUND (OPEN FILTER) OR BELOW GROUND (BURIED FILTER)**
- **ACT LIKE MINATURE TRICKLING FILTER; SO, OPEN FILTERS MUST BE RAKED AND SAND REPLACED REGULARLY**



ON-SITE OPTIONS

SEPTIC TANK

- MOUND SYSTEM

- AEROBIC SYSTEM

- SAND FILTER

- CONSTRUCTED
WETLANDS

CONSTRUCTED WETLANDS

•AKA - ROCK & REED FILTERS;
MICROBIAL ROCK PLANT FILTERS;
VEGETATED ROCK FILTERS;
VEGETATED SUBMERGED BED
WETLANDS; SHALLOW HORIZONTAL
FLOW WETLANDS; MICRO-
WETLANDS; ARTIFICIAL MARSH;
PHYTOREMEDIATION

•SPACE - AGE TECHNOLOGY

CONSTRUCTED WETLAND

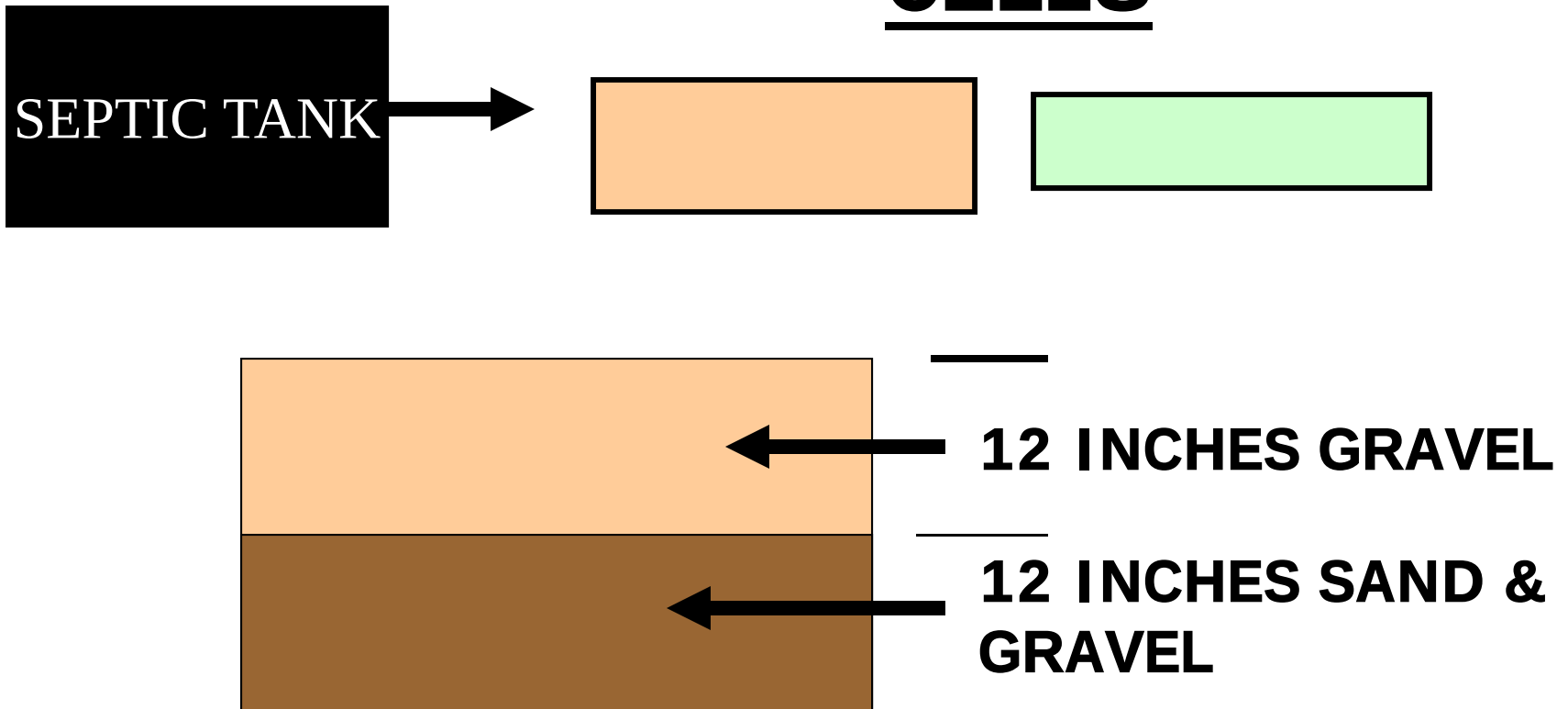
TWO TYPES:

- WATER FLOWS ON SURFACE;
- WATER FLOWS BENEATH THE SURFACE

PURPOSE IS TO ARTIFICIALLY
REPRODUCE WHAT ACTUALLY
HAPPENS IN A NATURAL
WETLAND

CONSTRUCTED WETLAND

CELLS





**DISTRIBUTION
PIPES INTO A
CONSTRUCTED
WETLAND**

CONSTRUCTED WETLAND







**VEGETATION: BULRUSHES, CATTAILS, REEDS,
RUSHES, SEDGES...SHOULD BE NATURAL
VEGETATION TO ADAPT WELL AND CONTROL
PESTS**



HOW CONSTRUCTED WETLANDS WORK

- PLANT ROOTS GIVE OFF OXYGEN TO AERATE THE WATER.**
- AEROBIC ORGANISMS ATTACH TO ROOTS AND GRAVEL**
- BACTERIA, FUNGI, PROTOZOAN, AND ENZYMES BREAK DOWN THE POLLUTANTS**

WATER LOSSES IN THE WETLANDS

**DEATH VALLEY, CA HAS AN
EVAPORATION RATE OF 150"/YR.**

**WHAT IS THE AVERAGE ANNUAL
EVAPORATION IN SOUTHERN
NEW MEXICO?**

ANS: 60-80 INCHES/YEAR

TRANSPIRATION

- **ONLY 1% OF THE WATER TAKEN UP BY PLANTS IS NEEDED, THE REST IS “TRANSPIRED” TO THE AIR**

- **EXAMPLE: ONE CORN PLANT TRANSPIRES ABOUT 1/2 GALLON OF WATER PER DAY.**
- **A FIELD OF CORN TRANSPIRES ABOUT 400,000 GAL PER SEASON**

EVAPOTRANSPIRATION

DIFFICULT TO TELL HOW MUCH
WATER IS LOST TO
EVAPORATION AND HOW MUCH
TO TRANSPIRATION, SO... THE
LOSSES ARE LUMPED TOGETHER
AND CALLED
“EVAPOTRANSPIRATION”

OTHER WATER LOVING PLANTS

- **DEEP-ROOTED TREES CALLED
"PHREATOPHYTES" (MEANING
THEY TAKE WATER FROM THE
WATER TABLE)**

- **TAMERISK (aka SALT CEDARS),
COTTONWOOD ARE
PHREATOPHYTES**

CONSTRUCTED WETLANDS ARE GROWING IN POPULARITY.

**BENEFITS: INEXPENSIVE TO
CONSTRUCT; EASY TO MAINTAIN;
EFFICIENT AND RELIABLE; CAN
TOLERATE LOW OR HIGH FLOWS
AND VARYING CONTAMINANT
LEVELS; AESTHETICALLY PLEASING
AND PROVIDE A HABITAT FOR
WILDLIFE AND HUMAN
ENJOYMENT**

DISADVANTAGES OF CONSTRUCTED WETLANDS

- MAY REQUIRE LARGE LAND AREA
- NEW TECHNOLOGY AND ALL THE “BUGS” ARE NOT YET WORKED OUT
- BIOLOGICAL AND HYDROLOGICAL PROCESSES NOT WELL UNDERSTOOD
- MAY BE POSSIBLE PEST PROBLEMS

REMOVAL EFFICIENCIES of CONSTRUCTED WETLANDS

1st CELL

2nd CELL

BOD/TSS

75%

90+%

FECAL COLIFORM

95%

99.9%

AMMONIA (NH₃)

40%

99.9%

IRRIGATION SYSTEMS

- DRIP TECHNOLOGY CAME FROM ISRAEL. SEPTIC TANK EFFLUENT MUST GO THRU A SERIES OF DISK FILTERS TO PREVENT NOZZLE CLOGGING**



DRIP IRRIGATION TRENCHES

SPRAY IRRIGATION



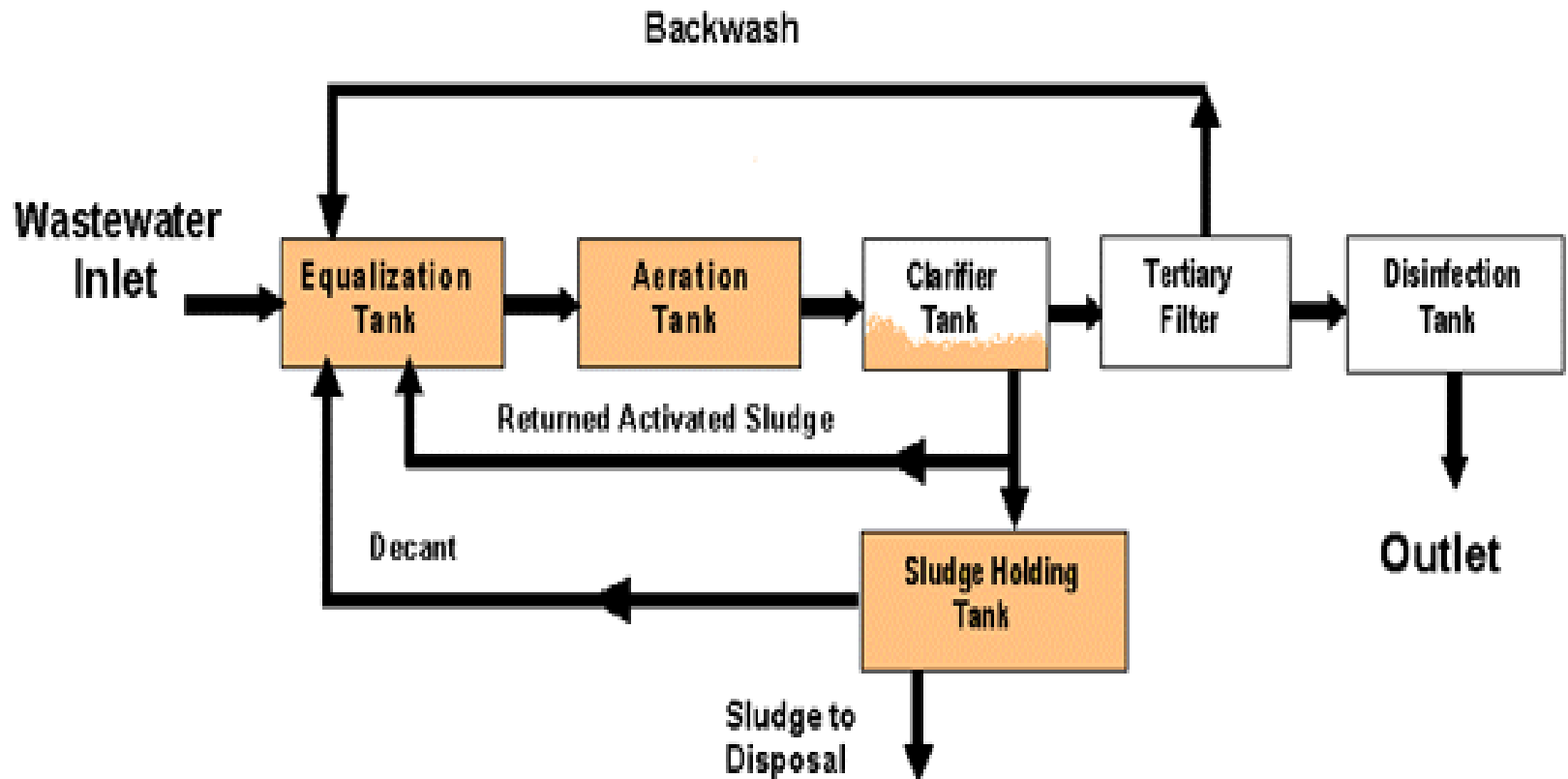
CLUSTER SYSTEMS

**SOME SMALL COMMUNITIES
(OR SEVERAL HOUSEHOLDS)
“CLUSTER” TOGETHER AND
INSTALL A SMALL
CENTRALIZED SYSTEM**



PACKAGE TREATMENT PLANT

Treatment Process Flow Chart



PACKAGE PLANT FLOW CHART