MCM 3

IDDE

ENVIRONMENTAL PROGRAMS

Daphne

City of Daphne Phase II MS4
MCM 3 Illicit Discharge Detection Elimination Permit Cycle Compliance Report

3.3	Illicit Discharge Detection and Elimination Strategy	Goal	2012 Proposed	2012 Achieved	2013 Proposed	2013 Achieved	2014 Proposed	2014 Achieved	2015 Proposed	2015 Achieved	2016 Proposed	2016 Achieved
3.3.1A	Compiling and Organizing Existing City Stormwater Infrastructure Data	Locate all existing stormwater mapping data and update current stormwater map	✓	✓	✓	✓	✓	✓	✓	✓	✓	
3.3.1B	Compiling and Organizing Existing City Stormwater Infrastructure Data	In years 2 and 3, initiate the creation and maintenance of a stormwater outfall database to track inventory and inspections	*	*	✓	✓	✓	✓	*	*	*	*
3.3.1C	Compiling and Organizing Existing City Stormwater Infrastructure Data	Finalize database and initiate major stormwater outfall inspection, once during permit cycle	*	*	*	*	*	*	✓	✓	✓	
3.3.2	Review and update the City's existing & New Development IDDE	Review the City's Commercial IDDE Ordinance and update when needed	✓	✓	✓	✓	*	*Updated	*	*	*	*
3.3.3A	Creation of a New IDDE Ordinance to address Residential and Existing Commercial IDDE	In year one (1), gather sample IDDE Ordinances	✓	✓	*	*	*	*	*	*	*	*
3.3.3B	Creation of a New IDDE Ordinance to address Residential and Existing Commercial Development Illicit Discharge	In year one (1), meet with affected departments	✓	✓	*	*	*	*	*	*	*	*
3.3.3C	Creation of a New IDDE Ordinance to address Residential and Existing Commercial Development Illicit Discharge	In year one (1), draft the sample ordinance as needed by the City	✓	✓	*	*	*	*	*	*	*	*
3.3.3D	Creation of a New IDDE Ordinance to address Residential and Existing Commercial Development Illicit Discharge	In year one (1), submit draft ordinance to City attorney, and City departments for review, review comments and prepare for City Council public hearing and adoption	✓	✓	*	*	*	*	*	*	*	*
3.3.3E	Creation of a New IDDE Ordinance to address Residential and Existing Commercial Development Illicit Discharge	In year two (2), adopt IDDE Ordinance and implement	*	*	✓	✓	*	*	*	*	*	*
3.3.3F	Creation of a New IDDE Ordinance to address Residential and Existing Commercial Development Illicit Discharge	In years three (3) though five (5), create or modify existing database to track IDDE and update as needed	*	*	*	*	✓	✓	*	*	*	*
3.3.4A	Perform Field Assessments and Site Inspections	In year two (2), designate responsible personnel within each department for field assessments and site inspections	*	*	✓	✓	*	*	*	*	*	*
3.3.4B	Perform Field Assessments and Site Inspections	In year two (2), develop departmental Standard Operating Procedures (SOP) for reporting, inspection and enforcement of IDDE	*	*	✓	✓	*	*	*	*	*	*
3.3.4A 1	Perform Field Assessments and Site Inspections	Educate the general public, commercial and industrial developments on the hazards associated with illicit discharges	*	*	*	*	✓	✓	*	*	*	*
3.3.4B 1	Perform Field Assessments and Site Inspections	Initiate basic field assessments to establish priority IDDE areas	*	*	*	*	*	*	*	*	✓	
3.4E1	Perform Field Assessments and site inspections	Screen major outfalls at least once during permit cycle	*	*	*	*	*	*	✓	✓	*	*

City of Daphne Phase II MS4
MCM 3 Illicit Discharge Detection Elimination Permit Cycle Compliance Report

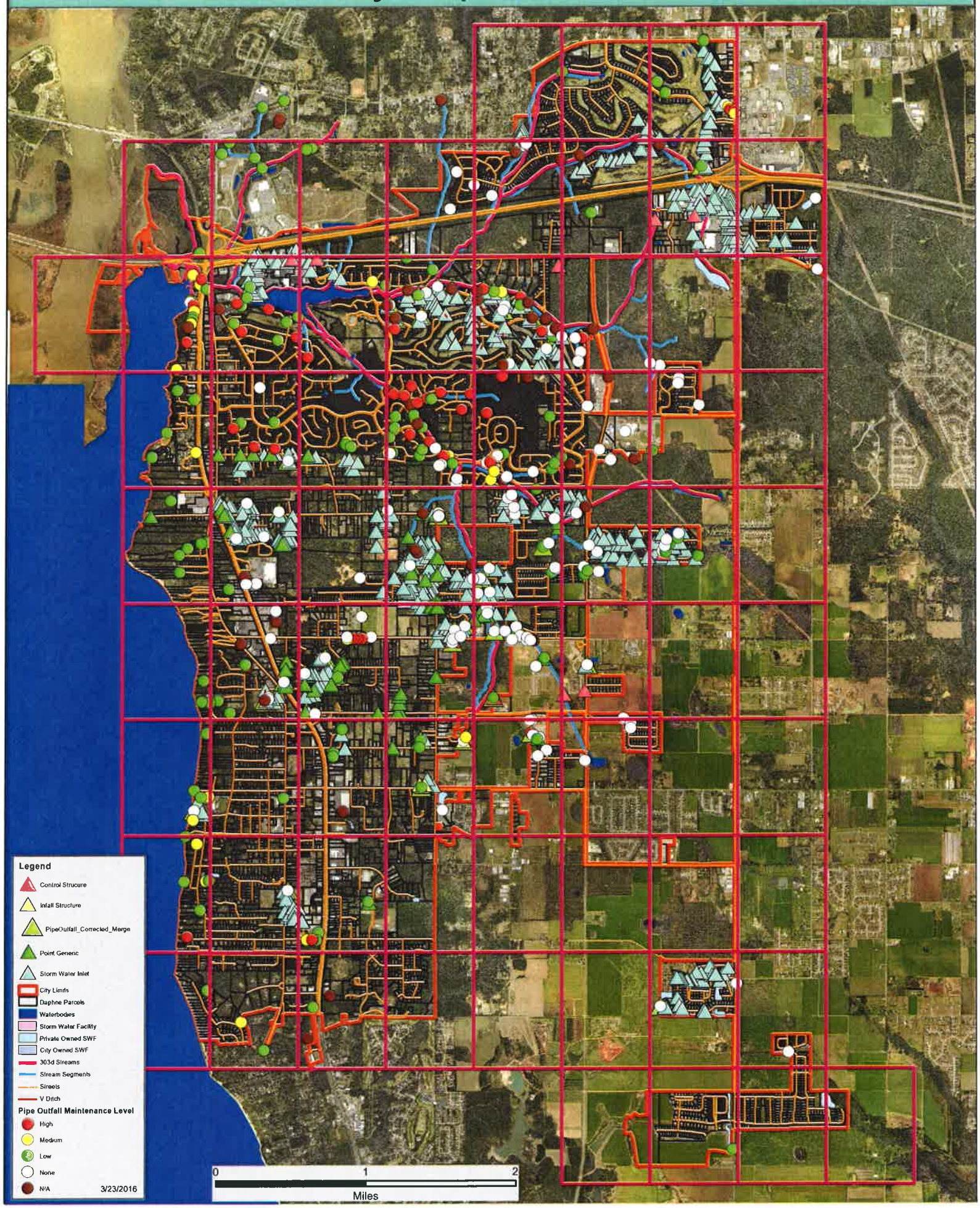
3.3	Illicit Discharge Detection and Elimination Strategy	Goal	2012 Proposed	2012 Achieved	2013 Proposed	2013 Achieved	2014 Proposed	2014 Achieved	2015 Proposed	2015 Achieved	2016 Proposed	2016 Achieved
3.3.4F 1	Perform Field Assessments and Site Inspections	Respond to identified and reported Illicit discharges, track inspections	*	*	*	*	*	*	✓	✓🗁	✓	
3.3.4G 1	Perform Field Assessments and Site Inspections	In year 5 survey, IDDE data and identify principal pollutants of concern throughout City	*	*	*	*	*	*	*	*	✓	
3.3.5A	Hazardous Materials Response Program	Meet with Affected Departments to develop strategies for incorporating stormwater pollution prevention practices into current response program	✓	✓🗁	✓	✓🗁	*	*	*	*	*	*
3.3.5B	Hazardous Materials Response Program	In year two (2), update & maintain Website's City environmental page including IDDE (including hazardous materials) education material and reporting link	*	*	✓	✓🗁	*	*	*	*	*	*
3.3.5C	Hazardous Materials Response Program	In years two (2) through five (4), inspect all hazardous material spills and track in SWMPP Annual Report	✓	✓🗁	✓	✓🗁	✓	✓🗁	✓	✓🗁		
3.3.5D	Hazardous Materials Response Program	Survey spills and frequency to determine if any further City action needed to minimize to maximum extent practice water quality impacts during spills	*	*	*	*	✓	✓No action	✓	✓No action	✓	
3.3.6A	Train City Staff	In year one (1), develop IDDE training material to show to new employees	✓	✓🗁	*	*	*	*	*	*	*	*
3.3.6B	Train City Staff	In years two (2) through five (5), provide IDDE training to new employees involved in program	*	*	✓	✓🗁	✓	✓🗁	✓	✓🗁	✓	
3.3.6C	Train City Staff	Provide additional stormwater training twice during permit cycle to employees with program responsibilities	*	*	✓	✓🗁	✓	✓🗁	*	*	*	*
		Total Goals							**7**	**7**		
*	**Not Proposed for Permit Year**											
**	**Completed Prior to Proposed Year**											
🗁	**Attachment Included in Report**											

MCM 3 Illicit Discharge Detection and Elimination

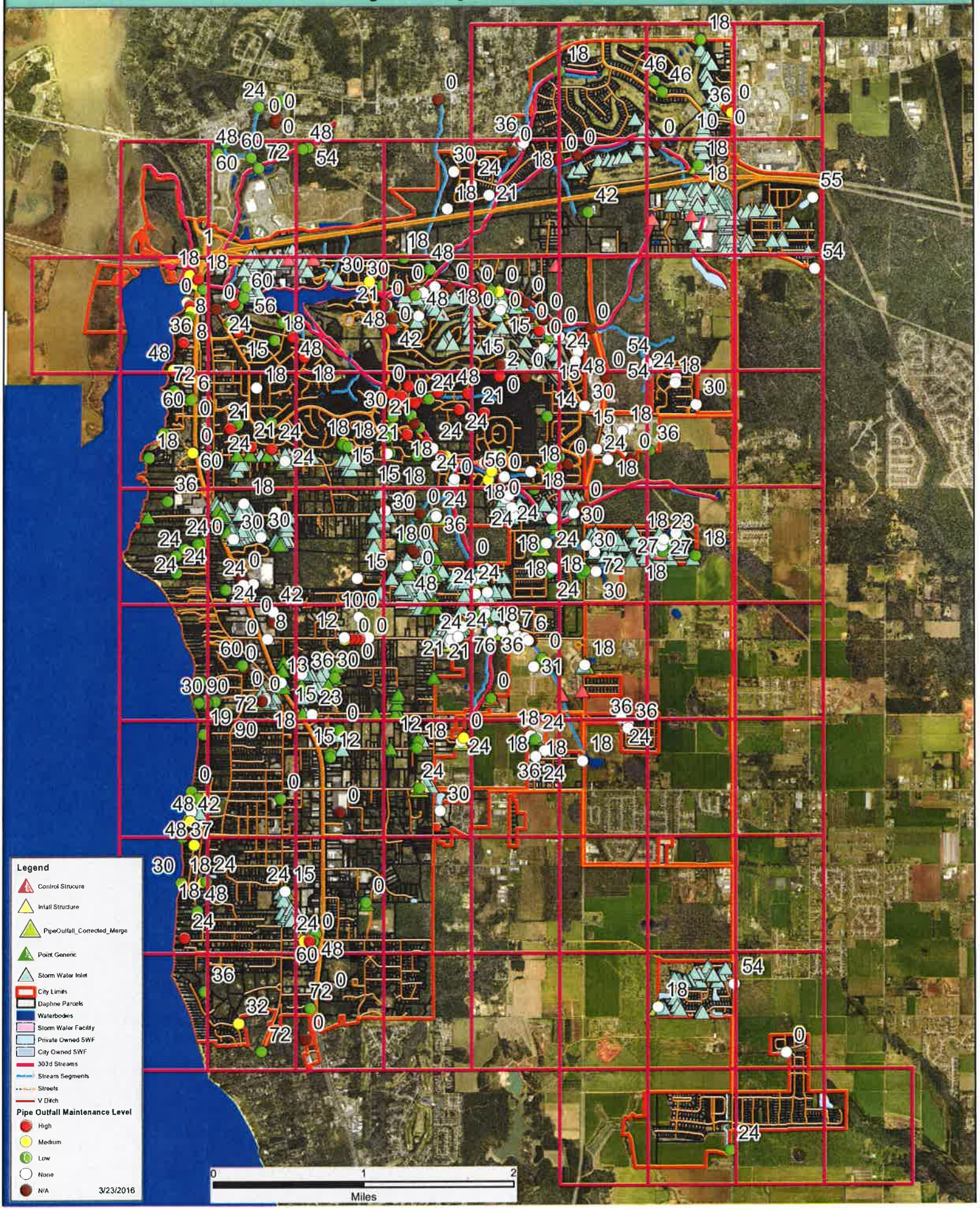
3.3.1A Compile and Orgainize Existing Stormwater Infra-structure Data

See Maps

Stormwater Infrastructure Map
City of Daphne, Alabama



Stormwater Infrastructure Map
City of Daphne, Alabama



SWInfrastructure Storm Water Outfall Inspection Form - Trimble GPS

```
Pipe                    Point Feature, Label 1 = PShape, Label 2 = CommPWQ
   Date                 Date, Auto generate Create, Month-Day-Year Format
                        Normal, Normal
   Owner                Radio buttons, Normal, Normal
      City
      Private
      UKN
   Last_Rain_Fall       Radio buttons, Normal, Normal
      Within_12Hrs
      Within_24Hrs
      Within_48Hrs
      Within_72Hrs
      Over_72_Hours
   Last_Rainfall_Inches     Numeric, Decimal Places = 0
                        Minimum = 0, Maximum = 50, Default Value = 0
                        Normal, Normal
   PShape               Radio buttons, Normal, Normal
      Arch
      Box
      Circular
      Eliptical
      Other
   PQty                 Radio buttons, Normal, Normal
      Single
      Double
      Triple
      Quadruple
   CtrllStruc           Radio buttons, Normal, Normal
      WeirNotch
      WeirSmPipe
      None   Default
   PSize                Numeric, Decimal Places = 0
                        Minimum = 0, Maximum = 120, Default Value = 0
                        Normal, Normal
   PMaterial            Radio buttons, Normal, Normal
      CMP_Metal_Corr
      HDPE_Corr_Plastic
      PVC
      RCP_Concrete
      Steel_None_Corr
      Other
   CommMat              Text, Maximum Length = 30
                        Normal, Normal
      Condition         Condition, PMaterial != Other, Not Visible, Not Visible
   PDamage              Radio buttons, Normal, Normal
      Corrosion
      Cracking_Chipping
      Crushed
      Peeling_paint
      No_Damage
      Other
   CommPDam             Text, Maximum Length = 30
                        Normal, Normal
      Condition         Condition, PDamage != Other, Not Visible, Not Visible
   PInCreek             Radio buttons, Normal, Normal
      Yes
      No
   PSub                 Radio buttons, Normal, Normal
      No
      Partially
      Fully
   PStable              Radio buttons, Normal, Normal
      Concrete_Flume
      Concrete_Headwall
      Rip_Rap
      Vegetation
      None
   PErosion             Radio buttons, Normal, Normal
      None
      Minor
      Moderate
```

```
DBottomWd           Numeric, Decimal Places = 0
                    Minimum = 0, Maximum = 20, Default Value = 0
                    Normal, Normal
DShape              Radio buttons, Normal, Normal
   Trapezoid
   Parabolic
   Other
DMaterial           Radio buttons, Normal, Normal
   Concrete
   Earthen
   Gabion
   Rip_rap
   Other
CommMat             Text, Maximum Length = 30
                    Normal, Normal
   Condition        Condition, DMaterial != Other, Not Visible, Not Visible
CtrllStruc          Radio buttons, Normal, Normal
   WeirKnotch
   WeirSmPipe
   None   Default
DDamage             Radio buttons, Normal, Normal
   Broken, Cracked
   Erosion
   RockDisplaced
   None
   Other
ComDDamg            Text, Maximum Length = 100
                    Normal, Normal
   Condition        Condition, DDamage != Other, Not Visible, Not Visible
DInCreek            Radio buttons, Normal, Normal
   Yes
   No
DSub                Radio buttons, Normal, Normal
   No
   Partially
   Fully
DStable             Radio buttons, Normal, Normal
   Rip_Rap
   Vegetation
   None
DErosion            Radio buttons, Normal, Normal
   None
   Minor
   Moderate
   Severe
DDebris             Radio buttons, Normal, Normal
   Excess_Vegetation
   Leaf_Litter
   Sticks_Logs
   Trash
   None
   Other
DSedimnt            Radio buttons, Normal, Normal
   None
   Partially
   Fully
ComDDebr            Text, Maximum Length = 50
                    Normal, Normal
   Condition        Condition, DDebris != Other, Not Visible, Not Visible
DFlow               Radio buttons, Normal, Normal
   None
   Trickle
   Moderate
   Substantial
DStains             Radio buttons, Normal, Normal
   Yes
   No   Default
ComDStain           Text, Maximum Length = 50
                    Normal, Normal
DWatQlty            Radio buttons, Normal, Normal
   Colors
   Excessive_Alg
   Odors
   Oil_Sheen
```

```
   Erosion              Radio buttons, Normal, Normal
      None   Default
      Minor
      Severe
   DMaterial            Radio buttons, Normal, Normal
      Concrete
      Earthen
      Gabion
      Rip_rap
      Other
   CommMat              Text, Maximum Length = 30
                        Normal, Normal
      Condition         Condition, DMaterial != Other, Not Visible, Not Visible
   DDepth               Numeric, Decimal Places = 0
                        Minimum = 0, Maximum = 20, Default Value = 0
                        Normal, Normal
   DTopWidt             Numeric, Decimal Places = 0
                        Minimum = 0, Maximum = 20, Default Value = 0
                        Normal, Normal
   DBottomWd            Numeric, Decimal Places = 0
                        Minimum = 0, Maximum = 20, Default Value = 0
                        Normal, Normal
   Veg                  Radio buttons, Normal, Normal
      Sparse   Default
      Moderate
      Excessive
   DryCond              Radio buttons, Normal, Normal
      DryNoWater   Default
      WetStandingWater
      WetFlowingWater
   DFlow                Radio buttons, Normal, Normal
      None
      Trickle
      Moderate
      Substantial
   DStains              Radio buttons, Normal, Normal
      Yes
      No   Default
   Trash                Radio buttons, Normal, Normal
      Minor
      Severe
      None   Default
   Outfall              Radio buttons, Normal, Normal
      Yes   Default
      No
   Maint                Radio buttons, Normal, Normal
      High
      Mediium
      Low
      No   Default
   PMaint               Radio buttons, Normal, Normal
      High
      Low
      Medium
      None
   ComMnt               Text, Maximum Length = 50
                        Normal, Normal
      Condition         Condition, PMaint = None, Not Visible, Not Visible
   Photo                File Name, Normal, Normal
   Photo2               File Name, Normal, Normal

SWInlet                 Point Feature, Label 1 = Date, Label 2 = Type
   Date                 Date, Auto generate Create, Month-Day-Year Format
                        Normal, Normal
   Type                 Menu, Normal, Normal
      Flume
      Weir
      SngWing
      DblWing
      Grate
      Yard
      SPHWall
      JunctionBox
   YardQty              Radio buttons, Normal, Normal
```

```
InfallStru              Point Feature, Label 1 = InfallType, Label 2 = Condition
   InfallType           Radio buttons, Normal, Normal
      Pipe
      Ditch
   Material             Radio buttons, Normal, Normal
      Concrete
      CMP_Metal_Corr
      HDPE_Corr_Plastic
      PVC
      Steel_None_Corr
      Riprap
   Condition            Radio buttons, Normal, Normal
      Good
      Fair
      Poor
   PMaint               Radio buttons, Normal, Normal
      High
      Low
      Medium
      None
   InfallSize           Numeric, Decimal Places = 0
                        Minimum = 0, Maximum = 120, Default Value = 0
                        Normal, Normal
   Comment              Text, Maximum Length = 80
                        Normal, Normal
      Condition         Condition, PMaint = None, Not Visible, Not Visible

CntStruc                Point Feature, Label 1 = Type, Label 2 = BoxStructure
   Type                 Radio buttons, Normal, Normal
      Box
      Pipe
      None
      Weir
   BoxStructure         Radio buttons, Normal, Normal
      Weir
      SlowFlowPipe
      Condition         Condition, Type != Box, Not Visible, Not Visible
   Skimmer              Radio buttons, Normal, Normal
      Yes
      No
   PMaint               Radio buttons, Normal, Normal
      High
      Low
      Medium
      None

Area_generic            Area Feature, Label 1 = Comment
   Comment              Text, Maximum Length = 32
                        Normal, Normal

Line_generic            Line Feature, Label 1 = Comment
   Comment              Text, Maximum Length = 32
                        Normal, Normal

Point_generic           Point Feature, Label 1 = Comment
   Comment              Text, Maximum Length = 32
                        Normal, Normal
```

FID	Shape *	Date	Owner	Last_Rain_	Last_Rainf	PShape	PQty	CtrlStruc	PSize
0	Point ZM	3/26/2013	City	Within_48Hrs	0	Circular	Single	None	18
1	Point ZM	12/26/2013	UKN	Over_72_Hours	3	Eliptical	Double	None	18
2	Point ZM	12/30/2013	City	Within_24Hrs	2	Circular	Single	None	24
3	Point ZM	12/30/2013	City	Within_24Hrs	2	Circular	Single	None	15
4	Point ZM	12/31/2013	City	Within_48Hrs	3	Circular	Single	None	12
5	Point ZM	12/31/2013	City	Within_48Hrs	3	Circular	Single	None	18
6	Point ZM	<Null>			0			None	0
7	Point ZM	12/31/2013	Private	Within_48Hrs	3		Single	None	30
8	Point ZM	12/2/2013	Private	Over_72_Hours	1	Circular	Single	None	24
9	Point ZM	12/2/2013	Private	Over_72_Hours	0	Circular	Single	None	30
10	Point ZM	6/16/2014	Private	Over_72_Hours	1		Single	None	18
11	Point ZM	6/12/2014	City	Over_72_Hours	1	Circular	Single	None	21
12	Point ZM	6/12/2014	City	Within_72Hrs	1	Circular	Single	None	15
13	Point ZM	6/12/2014	City	Within_72Hrs	1	Arch	Single	None	13
14	Point ZM	6/3/2014	City	Within_12Hrs	1	Circular	Single	None	30
15	Point ZM	6/9/2014	Private	Over_72_Hours	1	Circular	Single	None	36
16	Point ZM	6/9/2014	City	Over_72_Hours	0	Circular	Single	None	48
17	Point ZM	6/9/2014	Private	Over_72_Hours	1	Circular	Single	None	18
18	Point ZM	5/15/2014	Private	Within_24Hrs	2	Circular	Single	WeirNotch	21
19	Point ZM	5/15/2014	City	Within_24Hrs	2	Circular	Single	None	24
20	Point ZM	5/15/2014	City	Within_24Hrs	2	Circular	Single	None	24
21	Point ZM	5/15/2014	City	Within_24Hrs	2	Circular	Single	None	36
22	Point ZM	5/15/2014	City	Within_24Hrs	2	Circular	Single	None	24
23	Point ZM	5/19/2014	City	Over_72_Hours	2	Circular	Single	None	24
24	Point ZM	5/19/2014	City	Over_72_Hours	2	Circular	Single	None	30
25	Point ZM	5/15/2014	Private	Within_24Hrs	2	Circular	Single	WeirNotch	21
26	Point ZM	5/15/2014	City	Within_24Hrs	2	Circular	Single	None	24
27	Point ZM	5/15/2014	City	Within_24Hrs	2	Circular	Single	None	36
28	Point ZM	5/15/2014	City	Within_24Hrs	2	Circular	Single	None	24
29	Point ZM	5/19/2014	City	Over_72_Hours	2	Circular	Single	None	30
30	Point ZM	12/16/2013	Private	Within_48Hrs	1	Circular	Single	None	48
31	Point ZM	12/20/2013	Private	Over_72_Hours	0	Circular	Single	None	30
32	Point ZM	1/6/2014	Private	Within_24Hrs	2	Circular	Single	None	18
33	Point ZM	1/6/2014	Private	Within_24Hrs	2	Circular	Single	None	18
34	Point ZM	1/8/2014	Private	Within_72Hrs	2	Circular	Single	None	30
35	Point ZM	1/8/2014	Private	Over_72_Hours	0	Circular	Single	None	18
36	Point ZM	1/8/2014	Private	Over_72_Hours	2	Circular	Single	None	18
37	Point ZM	1/8/2014	Private	Over_72_Hours	2	Circular	Single	None	18
38	Point ZM	10/7/2013	City	Within_24Hrs	2	Circular	Single	None	15
39	Point ZM	10/7/2013	City	Within_24Hrs	0	Circular	Single	None	72
40	Point ZM	10/7/2013	City	Within_24Hrs	2	Circular	Single	None	18
41	Point ZM	10/7/2013	City	Within_24Hrs	2	Circular	Single	None	24
42	Point ZM	10/7/2013	City	Within_48Hrs	2	Circular	Single	None	36
43	Point ZM	10/8/2013	City	Within_72Hrs	2	Circular	Single	None	18
44	Point ZM	10/8/2013	City	Within_72Hrs	2	Circular	Single	None	0
45	Point ZM	10/8/2013	City	Within_72Hrs	2	Circular	Single	None	18
46	Point ZM	10/8/2013	City	Within_72Hrs	2	Circular	Single	None	15
47	Point ZM	10/8/2013	City	Within_72Hrs	2	Circular	Single	None	0
48	Point ZM	10/8/2013	City	Within_72Hrs	2	Circular	Single	None	15

PMaterial	CommMat	PDamage	CommPDam	PInCreek	PSub
RCP_Concrete		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
RCP_Concrete		No_Damage		No	Partially
RCP_Concrete		No_Damage		No	Partially
RCP_Concrete		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	Partially
RCP_Concrete		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	No
CMP_Metal_Corr		No_Damage		No	No
		Cracking_Chipping		No	No
RCP_Concrete		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	No
RCP_Concrete		Cracking_Chipping		No	No
HDPE_Corr_Plastic		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
CMP_Metal_Corr		Peeling_paint		Yes	Partially
CMP_Metal_Corr		No_Damage		No	No
RCP_Concrete		Cracking_Chipping		No	No
RCP_Concrete		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
CMP_Metal_Corr		No_Damage		No	No
RCP_Concrete		No_Damage		No	Partially
HDPE_Corr_Plastic		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	No
HDPE_Corr_Plastic		No_Damage		No	No
RCP_Concrete		Other	appears to be coming appart at	No	No
CMP_Metal_Corr		No_Damage		Yes	No
CMP_Metal_Corr		No_Damage		No	No
CMP_Metal_Corr		Crushed		No	No
CMP_Metal_Corr		No_Damage		Yes	No
RCP_Concrete		No_Damage		Yes	No
CMP_Metal_Corr				Yes	No
HDPE_Corr_Plastic		No_Damage		No	No
RCP_Concrete		No_Damage		No	No
RCP_Concrete		Other	breaking appart at seams	No	No
RCP_Concrete				No	No

PStable	PErosion	PDebris	CommPDeb	PSediment	PStains	ComPStain	PFlow
Concrete_Headwall	None	None		None	No		None
Concrete_Headwall	None	None		Partially	No		None
Concrete_Headwall	None	None		None	No		None
Concrete_Headwall	None	Excess_Vegetation		None	No		None
Concrete_Headwall	None			None	No		None
Concrete_Headwall	None	Excess_Vegetation		Partially	No		None
					No		
Concrete_Headwall	None			None	No		None
Concrete_Headwall	None	Leaf_Litter		Partially	No		None
Concrete_Headwall	None	None		None	No		None
					No		None
Rip_Rap	None	None		None	No		None
None	None	None		None	No		None
None	None	Other	sediment		No		None
Vegetation	None			None	No		None
Concrete_Headwall	None	None		None	No		Trickle
Concrete_Headwall	None	None			No		None
Rip_Rap	None	None		None	No		None
Concrete_Headwall	None	None		None	No		None
Concrete_Headwall	None	None		None	No		None
Concrete_Headwall	None	None		None	No		Trickle
Concrete_Headwall	None	None		None	No		None
Vegetation	None				No		None
Rip_Rap	None			Partially	No		None
None	None	None		None	No		None
Concrete_Headwall	None	None		None	No		None
Concrete_Headwall	None	None		None	No		Trickle
Concrete_Headwall	None	None		None	No		None
Vegetation	None				No		None
None	None	None		None	No		None
Concrete_Headwall	None	Excess_Vegetation		Partially	No		None
Concrete_Headwall	None	None		None	No		None
Rip_Rap	None	None		None	No		None
Rip_Rap	None	None		Partially	No		None
Concrete_Headwall	None	None		None	No		None
Concrete_Headwall	None	None		Partially	No		None
Concrete_Headwall	None	None		None	No		None
Concrete_Headwall	None	None			No		
Vegetation	Severe	None		None	No		None
Rip_Rap	None	None		None	No		Trickle
Rip_Rap	None	None		None	No		None
	None	None		Partially	No		None
Vegetation	None	None		None	No		None
Vegetation	Severe	Other	erosion like Edgar	None	No		Trickle
Vegetation	None	None		Partially	No		None
None	Minor	None			No		None
Concrete_Headwall	None	None		None	No		None
None	Severe	None		None	No		
Vegetation	Severe	None		None	No		Trickle

PWatQlty	CommPWQ	PMaint	InspFq
		Low	
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A			
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
Clear		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
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Clear		None	Annually
N/A		None	Annually
N/A		None	Annually
N/A		None	Annually
Clear		Low	Annually
N/A		None	Annually
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N/A		None	Annually
N/A		None	Annually
N/A		Low	
Clear		None	Annually
N/A		None	Annually
N/A		High	Annually
N/A			Annually
Clear		High	Annually
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N/A		Low	Annually
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N/A		Medium	Annually
Clear		Low	Annually

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	0	0	
	0	0	

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Data_Dicti	GPS_Week	GPS_Second	GNSS_Heigh	Vert_Prec	Horz_Prec	Std_Dev	Northing	Easting
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Point_ID	name	x_coord	y_coord	Id	Type	Size
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0		0	0	0		0
0		0	0	0		0

MCM 3 IDDE

3.3.3F Illicit Discharge-Database Inspections

Date-00/00/00	Address	Watershed	PermitType	InspectionType	Complaint	StopWork	Inspector
16-Apr-15	Park Drive	Yancey Branch	No-permit	Illicit-Complaint	X	X	Ashley Campbell
23-Dec-15	Park Drive	Mobile Bay	No-permit	Illicit-Complaint	X	X	Ashley Campbell
10-Mar-16	29530 St John Street	Fish River	15-1047	Routine	X	X	Ashley Campbell

MCM 3 IDDE

3.3.5C Fire Department Hazardous Material Responses

Qty	Date	Material	Qty Spilled	Spill Location	Status
1	3/8/2016	Muriatic Acid	1 gallon	2305 US Hwy 98	Resolved
2	2/9/2016	Gasoline	Small	29017 US Hwy 98	Resolved
3	2/1/2016	Gasoline	5 Gallons	29683 Frederick Blvd	Resolved
4	11/12/2015	Gasoline	Small	27521 US Hwy 98	Resolved
5	11/6/2015	Gasoline	5 Gallons	29640 State Hwy 181	Resolved
6	11/5/2015	Diesel	3 Gallons	7100 US Hwy 98	Resolved
7	1/28/2016	Natural Gas	UNK	2310 Locke Lane	Resolved
8	1/13/2016	Natural Gas	UNK	Pulpwood Circle &	Resolved
9	1/12/2016	Natural Gas	UNK	9655 Aspen Circle	Resolved
10	12/16/2015	Natural Gas	UNK	220 Bayview Drive	Resolved
11	11/14/2015	Natural Gas	UNK	7100 US Hwy 98	Resolved
12	10/23/2015	Natural Gas	UNK	2602 Old Spanish Trail	Resolved
13	9/30/2015	Natural Gas	UNK	601 Bay Bluff East	Resolved
14	9/25/2015	Natural Gas	UNK	1409 Pollard Road	Resolved
15	8/31/2015	Natural Gas	UNK	Wexford and State Hwy	Resolved
16	6/12/2015	Natural Gas	UNK	1407 Warren Drive	Resolved
17	5/3/2015	Natural Gas	UNK	Brookhaven Drive & Whispering Pines	Resolved

MCM 3 IDDE

3.3.6B New Employee Training-Rain Check with Illicit

Employee Name	New Employe	Department	Type of Training	Job Title
2015-2016 No New Training				
Sandra Barrow	Public Work	Rain Check MS4 Education	2/25/2015	New Hire
Joseph Barturm	Public Work	Rain Check MS4 Education	2/25/2015	New Hire
Dawne Biggs	Executive	Rain Check MS4 Education	2/25/2015	New Hire
Desmond Bradley	Public Work	Rain Check MS4 Education	2/25/2015	New Hire
Courtney Coleman	Finance	Rain Check MS4 Education	2/25/2015	New Hire
Douglas Blakely	Fire Dept	Rain Check MS4 Education	2/25/2015	New Hire
Ebony Dread	Police Dept	Rain Check MS4 Education	2/25/2015	New Hire
Kathryn Fierro	Police Dept	Rain Check MS4 Education	2/25/2015	New Hire
Kevin Godwin	Police Dept	Rain Check MS4 Education	2/25/2015	New Hire
Joseph Greer	Fire Dept	Rain Check MS4 Education	2/25/2015	New Hire
Ronald Harrison	Recreation	Rain Check MS4 Education	2/25/2015	New Hire
Hesper Montford	Library	Rain Check MS4 Education	2/25/2015	New Hire
Jacob Kayl	Police Dept	Rain Check MS4 Education	2/25/2015	New Hire
Michael Lymon	Public Work	Rain Check MS4 Education	2/25/2015	New Hire
Charles McNeil	Civic Center	Rain Check MS4 Education	2/25/2015	New Hire
Greg Miller	Library	Rain Check MS4 Education	2/25/2015	New Hire
Arnold Newman	Public Work	Rain Check MS4 Education	2/25/2015	New Hire
Clinton Riley	Police Dept	Rain Check MS4 Education	2/25/2015	New Hire
Jamie Smith	Finance	Rain Check MS4 Education	2/25/2015	New Hire
Jami Weekley	Library	Rain Check MS4 Education	2/25/2015	New Hire
Coley White	Civic Center	Rain Check MS4 Education	2/25/2015	New Hire
Denise Williams	Library	Rain Check MS4 Education	2/25/2015	New Hire
William Eringman	Public Work	Rain Check MS4 Education	2/25/2015	New Hire

MCM 3 IDDE

3.3.6C Employee Hazardous Materials Training

Date of Training	Number Employees	Employee	Categories	Department
4/1/15 to 3/15/16	13	Fire Fighter	Hazardous Materials Overview	Fire
Shifts A, B, C	33	Fire Fighter	Hazmat Awareness and Operation	Fire
	56	Fire Fighter	Hazmat Refresher Course	Fire
	9	Fire Fighter	Hazmat Refresher Course-Gas Emergency Safety	Fire
	9	Fire Fighter	Hazmat Refresher Course-Combustible	Fire
	14	Fire Fighter	Hazmat Scene Management	Fire
	3	**Fire Fighter**	Hazmat Refresher Course-Equipment & Clothing Decotamination	Fire
	21	Fire Fighter	Other Hazmat Response	Fire