

Lieutenant Governor

Department of Environmental Quality

Amanda Smith Executive Director

DIVISION OF WATER QUALITY Walter L. Baker, P.E. Director

February 15, 2013

DIVISION OF WATER QUALITY UTAH DEPARTMENT OF ENVIRONMENTAL QUALITY PUBLIC NOTICE OF TERMINATION OF A UPDES PERMIT

PURPOSE OF PUBLIC NOTICE

THE PURPOSE OF THIS PUBLIC NOTICE IS TO DECLARE THE STATE OF UTAH'S INTENTION TO TERMINATE A UTAH POLLUTANT DISCHARGE ELIMINATION SYSTEM (UPDES) PERMIT UNDER AUTHORITY OF THE UTAH WATER QUALITY ACT, SECTION 19-5-104 AND 107, UTAH CODE ANNOTATED 1953, AS AMENDED. SAID "PERMIT" REFERS TO UPDES PERMIT AND THE STATEMENT OF BASIS (INCLUDING THE TOTAL MAXIMUM DAILY LOADS (TMDL'S)) IF APPLICABLE, AS PER SECTION 303 (d) OF THE FEDERAL CLEAN WATER ACT (CWA).

PERMIT INFORMATION

PERMITTEE NAME: Spring City Corporation

MAILING ADDRESS P.O. Box 189, 150 East Center, Spring City, UT 84662

TELEPHONE NUMBER: (435) 462-2244
FACILITY LOCATION: 800 North 800 West

UPDES PERMIT NO.: UT0025216

RECEIVING WATERS: Unnamed Stream to Oak Creek

BACKGROUND

Spring City is requesting a termination of the UPDES Permit # UT0025216. Spring City has a three-celled facultative wastewater treatment lagoon system and has not discharged for over 10 years. Spring City has applied for and received coverage of the operating permit for total containment lagoons from DWQ.

PUBLIC COMMENTS

Public comments are invited any time prior to the deadline of the close of business on March 25, 2013. Written public comments can be submitted to: Matthew Garn, UPDES Engineering Section, Utah Division of Water Quality, P.O. Box 144870, Salt Lake City, Utah 84114-4870 or by email at: mgarn@utah.gov. After considering public comment the Utah Water Quality Board may execute the permit termination, revise it, or abandon it.

FURTHER INFORMATION

This public notice is available for public review under "Public Participation" at www.waterquality.utah.gov/. If internet access is not available, a copy may be obtained by calling Matthew Garn at 801-536-4381.