

## 1.18 BMP C150: Materials On Hand

### 1.18.1 Purpose

Quantities of erosion prevention and sediment control materials should be kept on the project site at all times to be used for regular maintenance and emergency situations such as unexpected heavy summer rains. Having these materials onsite reduces the time needed to implement BMPs when inspections indicate that existing BMPs are not meeting the Construction SWPPP requirements.

### 1.18.2 Conditions of Use

Construction projects of any size or type can benefit from having materials on hand. A small commercial development project could have a roll of plastic and some gravel available for immediate protection of bare soil and temporary berm construction. A large earthwork project, such as highway construction, might have several tons of straw, several rolls of plastic, flexible pipe, sandbags, geotextile fabric, and steel “T” posts.

- Materials are stockpiled and readily available before any site clearing, grubbing, or earthwork begins. A large contractor or developer could keep a stockpile of materials that are available to be used on several projects.
- If storage space at the project site is at a premium, the contractor could maintain the materials at a location less than one hour from the project site.

### 1.18.3 Design and Installation Specifications

Depending on project type, size, complexity, and length, materials and quantities will vary. Table 3 - 10: Materials on Hand, provides a good minimum that will cover numerous situations.

**Table 3 - 10: Materials on Hand**

Material	Measure	Quantity
Clear Plastic, 6 mil	100 foot roll	1-2
Drain Pipe, 6 or 8 inch diameter	25 foot section	4-6
Sandbags, filled	each	25-50
Quarry Spalls	ton	2-4
Washed Gravel	cubic yard	2-4
Geotextile Fabric	100 foot roll	1-2
Catch Basin Inserts	each	2-4
Steel “T” Posts	each	12-24

### 1.18.4 Maintenance Standards

- All materials with the exception of the quarry spalls, steel “T” posts, and gravel should be kept covered and out of both sun and rain.
- Re-stock materials used as needed.