

2022 ANNUAL REPORT

TOWN OF AYDEN WASTEWATER COLLECTION SYSTEM

PERMIT: WQCS00269

The Town of Ayden operates a wastewater collection system under permit WSQC00269, issued by the ENVIRONMENTAL MANAGEMENT COMMISSION, N.C. DEPARTMENT OF ENVIRONMENTAL QUALITY. This system consists of approximately 47 miles of gravity sewer lines, 8 miles of force mains, 15 duplex pump stations and 1 simplex pump station, and all associated piping, valves, and appurtenances necessary to operate a wastewater collection system for the Town of Ayden.

During the year of 2022, this collection system was operated in compliance with all regulations applied to it by NCDEQ. The system had no SSO's (Sanitary Sewer Overflows), meaning that no reportable amounts of wastewater escaped from the system. Our simplex pump station is inspected daily, and our duplex pump stations are inspected weekly. Each of our duplex pumping stations have two pumps that alternate in operation and have a backup generator to operate in case of power failure.

Wastewater collected by this system is pumped to the Contentnea Metropolitan Sewer District where it is treated and then discharged into the Contentnea Creek.

The Town of Ayden has expended considerable resources studying and inspecting the collection system in an effort to reduce stormwater inflow and groundwater infiltration into the system. As a result, in 2022, the Town of Ayden rehabilitated lift station number 8 located behind Southern Bank and replaced 1,750 linear feet of gravity sewer line and 8 precast manholes in the Edgewood neighborhood. Also, The Town of Ayden extended sewer service towards Ayden Golf Club Rd. adding over 2 miles of gravity line and 45 manholes. In 2023, the town plans to continue to combat inflow and infiltration issues. The town's gravity sewer lines are cleaned and inspected at a rate of ten percent per year.

Should you have any questions, please contact the Town of Ayden, by mail at P.O. 219, Ayden NC 28513; by telephone at 252-481-5833; or visit us at www.Ayden.com