

## Fee

Application Fee .....

Inspection Fee .....

Other .....

Receipt No. .... Date: .....

## Application for

# APPROVAL TO OPERATE A SYSTEM OF SEWAGE MANAGEMENT

### The Shoalhaven City Council – Development and Environmental Services Group

Administration Centre, Bridge Road, Nowra • Telephone (02) 4429 3111 • Fax (02) 4429 3178 • Post: PO Box 42, Nowra 2541  
 Southern District Office, Deering Street, Ulladulla • Telephone (02) 4429 8999 • Fax (02) 4429 8939 • Post: PO Box 737, Ulladulla 2539

### 1 APPLICANT'S DETAILS

Applicant's Name(s)

Applicant's Address

Town  Postcode

Telephone No. Bus.

Fax No.  Ref No.

### 4 MAINTENANCE

- Is the system currently maintained by a Contractor?  
 Yes  No
- If so who?
- How often? Quarterly .....   
 Annually .....   
 Other (state frequency) .....

### 2 PROPERTY DETAILS

Property Address   
*(specify house no., unit no., name etc.)*

Street

Town/Locality

Lot or Portion No.(s)

Section (where relevant)

DP No. or Parish Name

### 5 LOCATION PLAN (Site Plan)

In the space over the page please sketch the site, location of buildings, location of system, location of the effluent application area, location of any water courses and the direction of the land fall.

**Example:**

The diagram shows a site plan with a House and a Shed. A Septic Tank is located between them. An Absorption Trench, 30m long and 6m wide, is located to the north of the septic tank. A Drainage Channel is shown to the east of the site. A North arrow points upwards, and an arrow labeled 'Fall of Land' points downwards, indicating the slope of the land. Distances are marked: 3m from the trench to the left boundary, 10m between the septic tank and the trench, and 6m between the house and the septic tank. A 10m distance is also marked from the trench to the right boundary.

### 3 TYPE OF SYSTEM/S

(Tick the applicable system/s)

- Septic Tank & Absorption Trench
- Aerated Wastewater Treatment Unit
- Composting Toilet
- Septic Tank Pumpout

Other, (please specify)

How many systems?

Population capacity of the buildings

