

1. SUBJECT OIL AND GRIT SEPARATOR (OGS)**2. DEFINITIONS**

Oil and grit separator - A detention chamber that is used to trap and retain oil and sediment from storm water runoff flowing from commercial and/or industrial sites. They are usually located below ground and in-line with the storm sewers.

3. DRAWINGS

The developer's consulting engineer shall provide a shop drawing showing the model type, dimensions, rainfall type and flow inputs used to design the oil and grit separator.

4. BEST PRACTICE

The following criteria shall apply for acceptance of oil and grit separators:

- The design submission shall be provided as part of the storm water management submission and shall include shop drawings and calculations, and shall be designed, sealed and signed by a professional engineer;
- Designed in accordance with the Ministry of Environment's, *Stormwater Management Planning and Design Manual, March 2003* and shall have a *Certificate of Technology Assessment* from the Ministry of Environment;
- The OGS shall be located on private property and the owner shall be responsible for maintaining and cleaning the oil and grit separator;
- The OGS shall be located such that it provides treatment to all development areas as identified in the design brief for the project (typically downstream of any pipe restriction and/or outlet manhole);
- The proposed oil and grit separator shall be approved by the Essex Region Conservation Authority (ERCA) if one or all of the following apply:
 - The site is located within, or has a new outlet into, a regulated area that is under the jurisdiction of ERCA,
 - Approval from ERCA is a requirement of a planning process (ie. site plan control, consent, etc.);
- Designed to the satisfaction of the City Engineer; the approval notice will be provided to the Building Department so that a building permit can be issued once all other applicable laws have been addressed.

5. RELATED BEST PRACTICES

N/A

6. RELATED CITY SPECIFICATIONS

N/A

Mario Sonego
City Engineer or Designate

June 12, 2012
Date