

Stormwater Control Measures (SCM)

What is a Water Quality Unit?

Water quality units filter pollutants out of stormwater, releasing the treated water to the drainage system. The structures have limited pollutant storage and require frequent maintenance.



*Properly
maintained*



*Improperly
maintained—full,
needs to be
cleaned*

Maintaining Your Stormwater Control Measure

Property owners are responsible for inspecting and maintaining SCMs on their property. Inspections are required at least annually and maintenance is required as needed. A maintenance and inspection document for your SCM is included with your property deed. These documents are available through the Metro Nashville Register of Deeds.

Typical inspection and maintenance concerns include:

- Unit full of trash, sediment (soil), and oil
- Some units have filter cartridges that require frequent replacement
- All material (including decanted water) should be removed from the structure and not discharged into the storm sewer system. Materials should be properly disposed of and disposal records should be maintained.

Determine the type of water quality unit and visit the manufacturer's website to determine specific inspection and maintenance guidance.

Safety considerations:

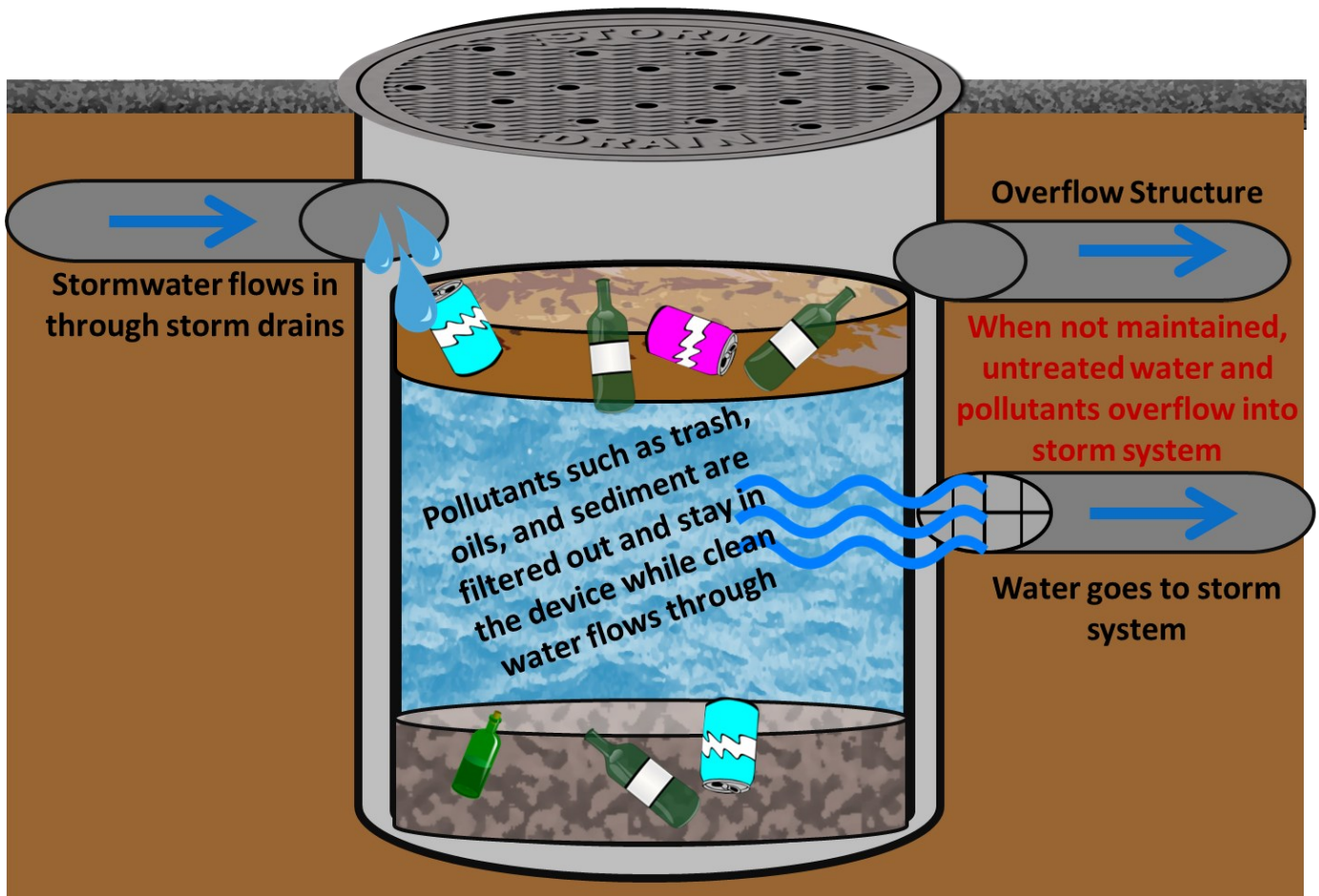
DO NOT ENTER A WATER QUALITY UNIT. Structures are considered to be confined spaces and any entry into the unit must comply with OSHA's Confined Space Permit program.

For detailed inspection and maintenance requirements of your specific SCM, see maintenance agreement document filed with your property deed.

For more information visit scm.nashville.gov or call Metro Water Services at (615) 880-2420.



How does a water quality unit work?

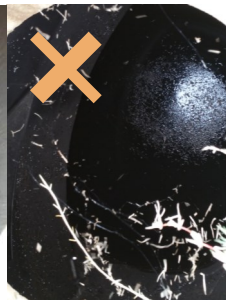


Water enters the unit through storm drains. Sediment (soil), trash, and oil are filtered out, settle to the bottom of the unit, or are separated from the water. Every system is unique to the manufacturer.

Water Quality Units Needing Maintenance



Non-functioning filters



Unit full of oils



Unit full of trash



Trash screen displaced