

Chapter 4. Alternative Systems

4.1 General Requirements

Revision: July 18, 2013

All rules pertaining to standard subsurface sewage disposal systems shall be applicable, except as modified in this section for each alternative.

All alternative systems shall be approved for specific site use by the health districts in a manner consistent with the guidance provided within this manual for each alternative system.

Requirements for each site-specific alternative shall be contained in the permit.

The designer of alternative *public* systems must be a professional engineer (PE) licensed in the State of Idaho and experienced in the alternative system's design. The designer of alternative *private* systems, other than those listed below, may be required to be either a PE or an environmental health specialist (REHS/RS). The PE must be licensed in the State of Idaho and the REHS/RS must be registered with the National Environmental Health Association, and both should be experienced in the alternative system's design. The designer of the following complex alternative *private* systems must be a PE licensed in the State of Idaho unless otherwise allowed within the specific system's guidance:

- Drip Distribution System
- Evapotranspiration and Evapotranspiration/Infiltrative System
- Experimental System
- Grey Water System (if pressurized)
- Individual Lagoon
- Pressure Distribution System
- Recirculating Gravel Filter
- Intermittent Sand Filter
- Sand Mound
- Two-Cell Infiltrative System

4.2 Nonprofit Corporations

Revision: November 21, 2000

Entities to manage large soil absorption systems, extended treatment or experimental systems, clustered systems, or other more complex systems must guarantee that they will be responsible for the system and be available to provide operation and maintenance (O&M). The following guidance provides for a nonprofit corporation which can do that:

1. The nonprofit organization should be incorporated according to Idaho Code 30-3.
2. Membership should be limited to property owners only.