



# Large On-site Sewage System (LOSS) System Abandonment Report

LOSS Permit Number: \_\_\_\_\_ System Name: \_\_\_\_\_

### Instructions:

1. Print the large on-site sewage system abandonment report form from the LOSS web page. (www.doh.wa.gov/Portals/1/Documents/Pubs/337-148)
2. Perform the abandonment according to WAC 246-272B-07500 (see below)
  - a. A county certified pumper MUST perform the abandonment.
  - b. We recommend the pipes leading into and out of all of the sewage tank(s) be disconnected.
3. Within five days of completion of the abandonment, submit the completed report, attaching the pumper slip, to the LOSS Program. LOSS staff will review the documents and may visit the site to confirm the process. Upon approval, we will notify the owner and update system records.
4. If the system is connecting to sewer, the owner must also submit a copy of the record drawing (as-built) for the sewer connection and identifying the owner of the sewer system before we remove the requirement for a LOSS operating permit.

### WAC 246-272B-07500 Abandonment

The LOSS owner who is permanently abandoning any portion of a LOSS, including a septic tank, seepage pit, cesspool, or other sewage container, and all accessible parts of the drainfield that may become a hazard, including distribution boxes and pump chambers, shall:

- Hire an approved pumper to remove all partially treated sewage;
- Remove all mechanical and electrical equipment;
- Remove or destroy all lids;
- Fill any voids with soil or gravel; and
- Meet any other local or state requirements.

Date of Abandonment: \_\_\_\_\_ Material used to fill sewage tank: \_\_\_\_\_

Reason for abandonment: \_\_\_\_\_

**LOSS Abandonment should be verified by either a DOH LOSS Engineer or a County Sanitarian**

Abandonment Verified by: \_\_\_\_\_ Date \_\_\_\_\_

### For more information contact the LOSS Program:

Phone: 360-236-3330; E-mail: [wastewatermgmt@doh.wa.gov](mailto:wastewatermgmt@doh.wa.gov); Website: [www.doh.wa.gov/LOSS](http://www.doh.wa.gov/LOSS)