

OBJECTIVES

- ☐ Housekeeping Practices
- ☐ Contain Waste
- ☐ Minimize Disturbed Areas
- ☒ Stabilize Disturbed Areas
- ☒ Protect Slopes/Channels
- ☐ Control Site Perimeter
- ☒ Control Internal Erosion

DESCRIPTION:

Rough preparation of working areas leaving depressions and uneven surface. Depressions should be done parallel to contours.

APPLICATION:

Surface roughening is appropriate for all construction that will not be receiving impervious cover within 14 days and that will be exposed less than 60 days (seed areas to be open in excess of 60 days).

INSTALLATION/APPLICATION CRITERIA:

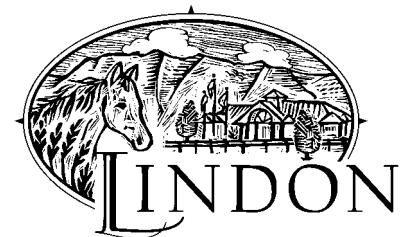
- ▶ Surface should be left in rough condition during initial earthwork activity.
- ▶ Surfaces that have become smoothed or compacted due to equipment traffic should be roughened by use of disks, spring harrows, teeth on front end loader, or similar, operating along the contours of the slope. Tracking (by crawler tractor driving up and down slope) may also be used to provide depressions parallel to contours.
- ▶ Avoid compaction of soils during roughening as this inhibits plant growth and promotes storm water runoff. Limit tracked machinery to sandy soil.
- ▶ Seed or mulch areas to be exposed in excess of 60 days.
- ▶ Employ dust controls (See Dust Control BMP Fact Sheet).

LIMITATIONS:

- ▶ Will not withstand heavy rainfall.
- ▶ Slopes steeper than 2:1 (50%) should be benched (See Benching BMP Fact Sheet).

MAINTENANCE:

- ▶ Inspect following any storm event and at a minimum of weekly.
- ▶ If erosion in the form of rills (small waterways formed by runoff) is evident, perform machine roughening of area.
- ▶ For vegetated slopes reseed areas that are bare or have been reworked.



Adapted from Salt Lake County BMP Fact Sheet

TARGETED POLLUTANTS

- Sediment
- ☐ Nutrients
- ☐ Toxic Materials
- ☐ Oil & Grease
- ☐ Floatable Materials
- ☐ Other Waste

- High Impact
- ☒ Medium Impact
- ☐ Low or Unknown Impact

IMPLEMENTATION REQUIREMENTS

- ☒ Capital Costs
- ☒ O&M Costs
- ☒ Maintenance
- ☐ Training

- High ☒ Medium ☐ Low