

**Summary of State and County Septic System Requirements
Revised 7/1/2015**

SDAR 74:53:01:25	Minimum capacities for septic tanks.	
minimum size	1,000 gallons	flow < 750 gpd
up to 3 bedrooms	1,000 gallons	
each add'l bedrm	add 250 gallons	
non residential	150% of avg daily flow	flow >750 gpd to < 1500 gpd
non residential	1,125 + 0.75Q	flow > 1,500 gpd
garbage disposal	increase by 20%	

SDAR 74:53:01:31 **Determining minimum absorption system area.**

$A = (Qt^{1/2})/5$ flows from >750 gpd to < 7,500 gpd
A = total absorption field area (trench length x width)
Q = wastewater flow (gpd)
t = average percolation time in minutes per inch

Area may be reduced by increasing the depth of trench rock (1/2" - 2 1/2" diameter):
20% for 12 to 18 inches of fill material below distribution pipe
34% for 18 to 24 inches of fill material below distribution pipe
40% for 24 inches or more of fill material below distribution pipe

SDAR 74:53:01:32 **Alternative method to determine area.**

Percolation Rate (minutes/inch)	Minimum Absorption Area (Sq. Ft. per bedroom)	Custer County Additional Rqmts 1. Schedule 40 PVC pipe 6' either side of septic tank. 2. Schedule 40 PVC sleeve over lines under areas of compaction 3. Cleanout >30" from foundation. 4. Continuous tracer wire. 5. \$100 penalty for add'l inspections.
> 1 < 5	not permitted	
5 < 10	125	
10 < 15	165	
15 < 30	200	
30 < 45	250	
45 < 55	300	
55 < 60	350	
> 60	not permitted	

Reductions in absorption area for special pipe installations

Equal to 2.5' wide trench plus 20% absorption area reduction:
Infiltrator Systems 15" wide model

Equal to 2.75' wide trench plus 20% absorption area reduction:
Infiltrator Systems 22" wide model

Equal to 3' wide trench plus 20% absorption area reduction:
PSA Bio Diffuser Stoneless System (11" or 14" high models)
Hancor Standard and Hi-Capacity Envirochambers
Infiltrator Systems 36" wide model

No reductions in absorption area allowed

Equal to 2' wide trench 8" gravelless pipe
Equal to 3' wide trench 10" gravelless pipe or Multi-Pipe Drainfield System
