

Operations Update

Plant operations and treatment were OK during the month of September. The disc filters ran continuously through the month of September and worked extremely hard with high TSS and TP coming from Biostyr. The Biostyr started to turn around at the end of September but still has a way to go to get back to where we would like to see it. Veolia will be onsite the first week of October for Biostyr backwash velocity checks, optimization and system upgrades, then will start their performance test the following week on the disc filters.

Biosolids hauling is completed for the year as of September 12th. Badger State Waste hauled 4,270,200 gallons out of our storage tanks at a cost of \$234,861.

Maintenance Update

Disc Filter #6 Drum Motor: Disc filter #6 had the VFD fail in the control cabinet and Sargent Electric came to confirm the issue for Veolia. A new VFD was ordered under warranty, installed by Sargent Electric, and programmed by Veolia, but it led to finding that the drum motor is actually the problem and will need to be replaced.

Disc Filter Polymer Tote Mixer: Mixing the polymer for the disc filters appeared to be overlooked with the disc filter project and a drill mixer was purchased, however it didn't do as good of a job as we had hoped. A bulk container mixer was ordered from McMaster- Carr for \$3,148 which should service us well for a long time.

Fire Sprinkler System: We had our annual and 5-year inspections on the fire sprinkler systems. The solids building system had a 4" control valve fail and a 2" drain valve leak which both need to be replaced. Accurate Fire Protection does our testing for us and quoted \$3,350 to replace both valves and retest the system. They should complete the replacement in October.

Meter Station #5N Sampler: The refrigerator on the sampler at meter station #5N started to struggle to hold temperature and was budgeted to be replaced this year, so a new sampler was ordered and installed at a cost of \$9,823.

Dustin Jerabek
Director of Operations & Maintenance