

Sullivan County Soil and Water Conservation District

64 Ferndale-Loomis Road, Liberty, NY 12754

Phone: (845) 292-6552 • Fax: (845) 295-9073

Contractor Training

March 27, 2018

8:30am – 1:00pm

Under the NYS Department of Environmental Conservation's Stormwater Permit GP-0-08-001, all developers, contractors and subcontractors must identify at least one *trained individual* from their company that will be responsible for implementation of the SWPPP, and have at least one *trained individual* on site on a daily basis when soil disturbance activities are being performed. Also, developers must have a *qualified inspector* conduct regular site inspections in accordance with GP-0-08-001.

Qualified inspectors* and *trained individuals* must have 4 hours of training in the principles and practices of erosion and sediment control endorsed by NYS DEC, SWCD, or CPESC Inc. Training is good for 3 years. Training is **not required for CPESC, LA, and PE certified persons.

LOCATION: Cornell Cooperative Extension Building
64 Ferndale-Loomis Road
Liberty, NY 12754

COST: \$50 per person, *non-refundable* (lunch is included)
Please make checks payable to "Sullivan County SWCD". We do not accept credit cards.

Registration begins at 8:00am: **Photo ID Required to Register**
Space is limited and PRE-REGISTRATION IS RECOMMENDED.

PRE-REGISTRATION INFORMATION:

The SWCD Registration Form is enclosed. Please fill out and return to the District office with your payment. A "Trainee Form for 4-Hour ESC Training" is also enclosed. Each trainee must fill out this form and either return it with the SWCD Registration or bring it with you to registration.

If you have any questions you can contact Brian Brustman or Lisa Schick at (845) 292-6552

PRESENTED BY: Sullivan County Soil and Water Conservation District Staff:
Brian Brustman, CPESC-District Manager

Presentation will begin at 8:30am

****More Trainings Are Available**** For scheduled trainings please check the NYS DEC website (<http://www.dec.ny.gov/chemical/8468.html>).