

Tentative Schedule for Street Sweeping																
Routine Street Sweeping ¹			¹ Subject to change depending on weather		January	February	March	April	May	June	July	August	September	October	November	December
Increased Street Sweeping per MS4 Requirements																
Impaired Waterbody	Relevant Impairment	Permit Cross Reference	Notes	January	February	March	April	May	June	July	August	September	October	November	December	
Cobbets Pond : NHLAK700061204-01-01	Phosphorus	Appendix H Part II.1.a.i.3 increased street sweeping frequency of all municipal owned streets and parking lots to a minimum of two times per year, once in the spring (following winter activities such as sanding) and at least once in the fall (following leaf fall). Permittees may also choose, in lieu of post-leaf drop street sweeping, to implement a fall leaf litter collection program to effectively minimize leaf litter on impervious surfaces and in stormwater drainage structures. Either choice will be outlined in the permittee's SWMP.	The Town accepts yard waste at the Town landfill located at 39 Marblehead Rd April - November therefor, Town sweeps 1x/year			Spring - Following Winter Activities										
Policy Brook - Porcupine Brook : NHRIV700061102-18	Solids, Oils and Grease, Metals	Appendix H Part V.1.a.i.2 - increased street sweeping and catch basin cleaning frequency of all municipal owned streets and parking lots to a schedule determined by the permittee to target areas with potential for high pollutant loads. This may include, but is not limited to, increased street sweeping frequency in commercial areas and high-density residential areas, or drainage areas with a large amount of impervious area. Each annual report shall include the street sweeping schedule determined by the permittee to target high pollutant loads.	Bayberry Rd, Weston Rd, Settlers Ridge Rd, Glen Denin Rd, Sagamore Rd, Appleton Rd, Squire Armor Rd										² Fall - Following Leaf Fall			

²This schedule is tentative/ subject to change depending on Town resources