

BE AWARE OF DIRTY DIRT!!!

DEP wants to help residents and contractors in Pennsylvania ensure they do not accept or use fill materials that may cause contamination. Fill materials are used to bring sites to desirable grades to enhance the usefulness of the properties. Homeowners and contractors need to be aware that there are some “fill” materials out there that can cause potential environmental and/or health concerns, as well as open up property owners to potential liabilities. Here are a few tips to ensure you are using acceptable fill materials on your property

Do your homework...

- Before you buy or accept “FREE” dirt, make sure it is clean.
- Know the **source** of the fill, especially if it is offered to you for FREE.
- Know the supplier and hauler. Check for references.
- Ask for documentation from the provider regarding the source:
 - A bill of lading if you purchased it.
 - An official **DEP FP-001** form that identifies where the fill came from and any testing that was done.
- Do not accept any free material without documentation.

Take a look...or smell...

- If the fill has a petroleum/oil-like or garbage odor...**BEWARE!**
- If the fill has materials such as: plastic, ash, demolition debris such as wallboard, shingles, nails, wood or paint chips...**BEWARE!**
- If the fill appears to be “discolored” or stained...**BEWARE!**
- If you don’t know the source of the fill...**BEWARE!**

Get some advice...

- The DEP wants residents and contractors in Pennsylvania to make sure they do not accept or use fill materials that may contain or cause contamination.
- Check with your regional office if you have questions, consult with your local Bureau of Waste Management or DEP office.
- If you don’t know the source of the fill...**BEWARE!**

DEP’s Management of Fill Policy and Frequently Asked Questions:

- <https://www.dep.pa.gov/Business/Land/Waste/SolidWaste/Residential/Pages/TechnicalGuidance.aspx>

Always BE SURE where the dirt is coming from!



pennsylvania
DEPARTMENT OF ENVIRONMENTAL
PROTECTION