

“HOW DO I CLEAN OR MAINTAIN A RAINSTORE3 SYSTEM?”

Invisible Structures, Inc. recommends that stormwater be pretreated prior to discharging into the chambers to avoid foreign matter accumulation inside the chamber. This can be accomplished by a variety of techniques or products. Some examples are:

SHORT TERM STORAGE (DETENTION BASIN)

“ZERO” MAINTENANCE – THE PREFERRED METHOD:

Use a natural, or “Bio-Filter”, inlet device – essentially a porous pavement or swale, to pre-filter trash and sediment laden runoff before capture and conveyance into a Rainstore3 chamber. Use of a simple 10-12” deep sand, or sand/gravel, filter pavement or swale will provide adequate vertical flow capacity (20 to 35+ inches per hour) and residence time to capture coarse debris and trash at the surface, with sediment and hydrocarbons (and even most traffic generated metals) kept in voids of the section for treatment action by bacteria and oxidation.

Water passing through the filter section can pass directly into the top of a Rainstore3 chamber, or be collected and transported over larger distances via Draincore2.

Only super fine sediments will pass through this section and be conveyed into the chamber. With relatively short storage times (24 to 48 hours) most of these sediments shall remain suspended, or be easily re-suspended by the next rain event for removal. Long term accumulations to a depth affecting exfiltration rates can be measured in decades, not years.

Trash pickup from the surface requires that Zero be in quotes. Also be aware that grass surface porous pavements (Grasspave2) offer greater biological activity, but at a higher surface maintenance cost – mowing, fertilization and irrigation. Gravel surface porous pavements (Gravelpave2) still provide biological activity at a level lower than with grass, but with lower maintenance required.

SHORT TERM STORAGE (DETENTION BASIN)

LOW, BUT PERIODIC MAINTENANCE:

Use a structural form of catch basin with a deep sump prior to use of a hooded elbow inlet into the chamber. Whether standard catch basins or sophisticated cyclonic flow devices are used, the objective is to remove any coarse debris and sediment (sand and larger) from entering the Rainstore3 chamber. Periodic maintenance will be required to remove trash and sediment that accumulates in the device. Frequency shall depend upon the physical nature of sediments carried and allowed into the “screening” device.

Fine sediments may still be transported into the chamber via the inlet pipe and will likely be dispersed rather evenly over the entire chamber bottom surface area, where they will then settle to the bottom – depending upon the duration of time water is left in the chamber and the size of the particle. Particles smaller than the AOS of the porous fabric liner will pass through the liner and continue migration until stopped by underlying soils. Particles larger than the AOS shall remain inside the chamber, and can be periodically re-suspended by injecting high-pressure water into a Maintenance Port, with removal of the sediment laden water via sump pump from the same, or other, port.

Eventually, especially if maintenance is too infrequent, the bottom of the chamber may develop a thick sediment layer sufficient to obstruct exfiltration through the bottom of the chamber. The sides of the chamber shall continue to function, but time for total water evacuation will increase.

This approach is most closely related to more traditional design responses, but is not the best solution long term for the client. Standard catch basins are lowest initial cost, but much higher in maintenance cost. Commercial cyclonic devices may have lower maintenance cost, but offer higher levels of cleaning efficiency at much higher initial investment cost.

LONG TERM STORAGE (WATER HARVEST BASIN)

“ZERO” MAINTENANCE – THE PREFERRED METHOD:

Use a natural, or “Bio-Filter”, inlet device – essentially a porous pavement or swale, to pre-filter trash and sediment laden runoff before capture and conveyance into a Rainstore3 chamber. Use of a simple 10-12” deep sand, or sand/gravel, filter pavement or swale will provide adequate vertical flow capacity (20 to 35+ inches per hour) and residence time to capture coarse debris and trash at the surface, with sediment and hydrocarbons (and even most traffic generated metals) kept in voids of the section for treatment action by bacteria and oxidation.

Water passing through the filter section can pass directly into the top of a Rainstore3 chamber, or be collected and transported over larger distances via Draincore2.

Only super fine sediments will pass through this section and be conveyed into the chamber. With relatively short storage times (24 to 48 hours) most of these sediments shall be easily re-suspended by the next rain event for removal. This level of sediment can be safely captured and transported via pumps for water reuse in irrigation or gray water applications, or further filtered by an automatic sand filter device with “back-flush” capabilities.

A NOTE ABOUT SUMP PUMPS

Many of our clients have designed elaborate pump stations to remove water from Rainstore3 chambers (usually for water harvest applications). We would like to make you aware that several pump manufacturers now make standard small diameter profile sump pumps that could be useful and cost effective alternatives to subsurface pump stations that are usually placed adjacent to the chamber. With top surface evacuation pumps, all liner penetrations are kept to the top edges of the chamber and minimize potential leak points on harvest applications.

Some of the pumps are less than 3.5" diameter, which could fit inside any of the ring columns of the Rainstore3 structure itself. Most of the others are less than 7.5" diameter, and will fit inside an 8" pipe placed in a Maintenance Port configuration – removal of one "corner" column of rings. Provided that electricity and outlet pipes can be easily accommodated within the 12" minimum cover over the chamber, these sump pumps may provide a ready, easy and economical alternative to more expensive pump stations.

