

DEPARTMENT OF ENVIRONMENTAL QUALITY
AIR QUALITY DIVISION
ACTIVITY REPORT: On-site Inspection

B718058272

FACILITY: SAGINAW WILBERT VAULT CORP		SRN / ID: B7180
LOCATION: 2810 HESS ST, SAGINAW		DISTRICT: Bay City
CITY: SAGINAW		COUNTY: SAGINAW
CONTACT:		ACTIVITY DATE: 06/02/2021
STAFF: Gina McCann	COMPLIANCE STATUS: Compliance	SOURCE CLASS: MINOR
SUBJECT: Verify incinerator associated with PTI was removed.		
RESOLVED COMPLAINTS:		

Mr. Nathanael Gentle, EGLE-AQD and I met with Ms. Sara Shetler, CEO Saginaw Wilbert Vault to view the property at 2810 Hess Avenue. The purpose was to verify the incinerator associated with PTI 26-94 was not installed.

There are three buildings on the property. Ms. Shetler gave us an overview of the vault production, which is in the main building that has the office attached to it.

The facility receives cement via a truck into an enclosed hopper system. When needed the facility will mix cement based on the requirements of the vault being made. The cement and aggregate mixture is measured and metered into a container in an enclosed room in the main building at the property. Staff uses a crane system to pour the concrete into a mold. Once the mold is cured, various aesthetics can be done to the vault depending on the customer needs. The facility does perform some painting of the vaults, which should easily meet the requirements of R287c.

The two adjacent buildings to the main building are a smaller pole barn, which houses equipment for the site. The second building adjacent to the main building is slightly smaller than the main building. This building stores some equipment also, but mainly holds completed vaults. To maintain the integrity of the vaults they need to be sheltered from the elements. We did not view this building due to ongoing efforts to exterminate wildlife from it. However, from the exterior of the building we did not observe stacks that could be associated with an incinerator.

We did not see an incinerator at the facility.



NAME

DATE 6/3/2021


SUPERVISOR