



COMMUNITY DEVELOPMENT AGENCY
ENVIRONMENTAL HEALTH SERVICES DIVISION

July 17, 2024

Nicholas Massaro
INMAR Intelligence
One West 4th Street, Suite 500
Winston-Salem, NC 27101

RE: Substantive Change Request – Municipal Waste-to-Energy - Dated June 12, 2024

Dear Mr. Massaro,

We have received and reviewed your Change Request for Approval of Disposal Facilities dated June 12, 2024. The petition requests adding municipal waste-to-energy to the disposal facility sites described in INMAR Intelligence’s approved revised stewardship plan dated November 16, 2021 (hereafter called “the Plan”).

Your petition requests adding the following facilities to the Plan’s accepted disposal facility sites:

- 1) Barron County Waste to Energy and Recycling Facility in Almena, Wisconsin
- 2) City of Spokane WTW & Recycling Disposal Site in Spokane, Washington

Pursuant to Marin County Code Section 7.90.090 C, the proposed disposal technology “must at a minimum provide equivalent or superior protection in each of the following areas: 1. Monitoring of any emissions or waste; 2. Worker health and safety; 3. Reduction or elimination of air, water, or land emissions contributing to persistent, bioaccumulative, and toxic pollution; and 4. Overall impact on the environment and human health.”

Accordingly, we approve the alternative disposal method utilizing municipal waste to energy sites on the condition that the facilities have no outstanding violations issued by their local, state, or federal agency with jurisdiction over the facilities in the preceding 12-month period. If the alternative disposal facilities fail to meet this condition, the Director may take action pursuant to Marin County Code Section 7.90.140.

As a reminder, the sites must comply with all applicable local, state, and federal laws in the preceding 12-month period and annual reporting requirements apply.

Sincerely,

Tara Erfani, R.E.H.S
Solid Waste Program Supervisor

cc: Lee Bryant, Senior EHS
Greg Pirie, Deputy Director EHS
Kristen Kavakava, Inmar Manager