

MY WATER APPEARS SANDY OR GRITTY

| LIKELY PROBLEM | HEALTH CONCERN? | OTHER CLUES & CONSIDERATIONS | CONFIRM IT | POSSIBLE FIXES | LICENSE REQUIRED FOR FIX? | STATE FUNDS? | MORE INFO |
|--|---|--|--|---|--|--------------|---|
| Sand or Silt from: an improperly developed well; an increase in pumpage; a sandstone well with a sloughing formation; or screen failure due to excessive incrustation | No. Although silt/sand is a nuisance because it can shorten the life of water using appliances and damage your well pump. | <p>Is this a new well? Did the driller develop the well properly? Was the screen sized properly to prevent fine materials from entering the well?</p> <p>Did silt/sand increase in your water following installation of a larger pump? Did you recently install a water fixture that uses large amounts of water? If you are pumping more water than before from a sandstone well, water can scour the open drillhole causing sand to slough.</p> <p>Is your well older? Has the sand increased gradually as water production has decreased? Maybe the screen has become incrustated so that water enters the well at higher velocities and erodes larger holes in the screen.</p> | Fill a glass or the bathtub, and let the water sit for awhile. Does sand drop to the bottom? | For a new well: Let the water run for a couple days. Sometimes this will clear out the fine materials. If this doesn't work contact your driller and request that he return to develop the well and/or determine what is causing the sand problem. | Yes, Well Drillers are required to develop the well properly after drilling. | No | Contact a licensed Well Driller |
| | | | | Install a liner in a sandstone well. A liner can seal off a sloughing sandstone formation to keep sand/silt out of the water. | Yes, Well Drillers have the knowledge and equipment to install liners. | No | |
| | | | | Replace the screen in a sand & gravel well; or install a screen if there is none. | Yes, Well Drillers have the knowledge and equipment to replace well screens. | No | |