

Emergency Access Restoration

Definition/Purpose

Repair or stabilization of existing access roads utilized for agricultural operations, including roads to existing crop fields, pastures, livestock production facilities, agricultural structures, or forestland incidental to agricultural land.

Policies

1. The road shall be for agricultural use only.
2. Soil slopes shall be stable and protected from erosion.
3. For crossings:
 - a. Culverts shall be reinforced concrete, corrugated metal, PVC or corrugated high-density polyethylene. Other materials may be used with Division approval.
 - b. This practice does not apply for bridge crossings or bridge abutments.
 - c. Top width must be sufficient for intended traffic to safely cross.
 - d. The crossing shall be adequately crowned over culvert.
 - e. Fill material must be adequately compacted for road or crossing stability.
4. Cost share shall not exceed 50% of average cost (or actual cost with receipts for components with no established average cost).
5. Cooperators assisted with this practice are not eligible for cost share to repair the practice if it fails for a period of 5 years, unless the road is damaged in a disaster and the General Assembly appropriates funds for road repair as part of a special disaster response. However, the cooperator will be eligible to apply for cost share to replace the emergency restoration with a repair that meets the relevant NRCS standard.
6. Anyone with job experience on design/construction of Access Roads, Stream Crossings, or Structures for Grade Controls can be approved by the Division to approve comparable design/constructions for this practice.

EMERGENCY ACCESS RESTORATION	
Maintenance Period	5 years
BMP Units	EACH
Required Effects	None
JAA/NRCS Standard	ENG - 401 - Grade Stabilization Structure ENG - 560 - Access Road ENG - 578 - Stream Crossing ENG - 587 - Structures for Water Control
Supporting Practices	ECS - 342 - Critical Area Planting ENG - 561 - Heavy Use Area
CS2 Reference Materials	NC-ACSP-11 Signature Page Map with BMP location, fields, and roads.