## COMMISSION GUIDANCE FOR .0200 CERTIFIED OPERATIONS

- 1. Animal operations that received the maximum of \$150,000 to become certified can receive more Cost Share funds in the future for the animal operation. The farm can receive additional Cost Share for the row crop parts of the farm that are not related to the animal operation. If the farm is in the Neuse Basin and has to install additional BMPs to meet the Neuse rules, the farm would be eligible to receive more Cost Share for the animal operation and for the non-animal portion of the farm.
- 2. If a .0200 animal operation has been certified, and the farmer requests Cost Share for waste application equipment under one of the circumstances given under General Policies #15, the operation is eligible for up to \$25,000 or the balance of the lifetime cap of \$25,000 for waste application systems/equipment.
- 3. If a .0200 animal operation has been certified, and the farmer requests Cost Share to upgrade the waste application system, the operation is eligible for up to \$25,000 if Cost Share was not used on the original system. If the original equipment was Cost Shared, Cost Share is available only to meet minimum current standards or when a third party contract is discontinued up to the \$25,000.00 lifetime cap.
- 4. Repairs will probably be needed on many .0200 certified operations because less expensive solutions were tried that may later fail. This should not be considered a repair because there was a design deficiency. These situations can be brought before the Commission for a case-by-case resolution on the amount of cost share that can be provided.
- 5. Cost Share cannot be used to expand or upgrade the waste management system when an animal operation is certified, has a properly functioning waste application system, and meets current standards for waste storage and land availability. Cost Share is to be used to assist farmers to meet the minimum standards. Cost Share cannot be used to provide a back-up or fail-safe system for animal waste systems.