

# **THE NEW ROCHE BOIS WASTEWATER PUMPING STATION AND THE BAIE DU TOMBEAU WASTEWATER TREATMENT PLANT**

**Wastewater Management Authority (WMA)**

*Assisted by*

**Development Bank of Southern Africa  
(DBSA)**



## Vision

- To equip Mauritius with state-of-art sewerage system and ensure a **sustainable** and clean environment for maintaining the island's reputation as a dream destination;
- To **protect our water bodies and the environment for future generations**;

## Mission

- Protect water and marine environment of Mauritius;
- Provide excellent quality of wastewater services to residential and business customers;
- Achieve **financial sustainability**;
- Forge a **reliable partnership with all stakeholders** sensitive to the cause of the environment.



# WMA's Major WWTPs

Treatment Plant	Capacity (m <sup>3</sup> /day)	Ave Treated Wastewater (m <sup>3</sup> /day)	Treatment Level	Disposal
St Martin	69,000	53,400	Primary, Secondary & Tertiary Treatment (UV disinfection)	Sea Outfall / Reuse in Sugarcane Irrigation
Baie du Tombeau	48,000	41,000	Preliminary Treatment	Long Sea Outfall
Montagne Jacquot	48,000	39,700	Primary Treatment	Long Sea Outfall
Grand Baie	3,500	2,300	Primary, Secondary & Tertiary Treatment (Chlorination)	Borehole Injection / Irrigation



# Roche Bois Pump Station

- Receives wastewater from
  - Gravity sewers
  - Trucks (160 x 30m<sup>3</sup>/day)
  - **Leachate** from Mare Chicose Landfill Site (3 x 30m<sup>3</sup>/day)





# Roche Bois Pump Station





- A primary treatment facility (screening), with non-compliant effluent to the current ocean discharge permits
- Receives effluent from
  - Pump Station BT1 (incorporating BT2, BT3 and BT4 pump stations)
  - Roche Bois Pump Station
  - Pump Station BT5
  - Tianli Pump Station





# Baie du Tombeau WWTW





# Baie du Tombeau WWTW





# Baie du Tombeau WWTW





- Project flows and influent quality monitoring
- Leachate Treatment
- Industrial Effluent Management
- Effluent Reuse, By-Product Treatment and Beneficiation, Biogas-to-Energy etc.





