

*OK'd 1/28/93
DP*

To: Dale Pfeiffer
From: Rod Moresco
Subject: Storm Drainage Fees

As we discussed earlier, my understanding on how the Drainage Conveyance Fee and Detention Fee is to be administered varies greatly with some of the written text in the Development Fee update (Page 11, lines 21 through 32). Even though I was at home with baby problems when the update was going hot and heavy, I felt that I understood how the program was to be administered. Hopefully, it is Angus and not I, that got a little confused in the end.

My understanding on how the fee was supposed to be administered is pretty simple and is as follows:

Drainage Conveyance Fee

The Drainage Conveyance Fee is to be collected at the time of Final Map. If the development has not paid a conveyance fee (old drainage fee) when the parcel was subdivided, the fee would then be due at the Building permit.

Detention Fee

The Detention Basin Fee would always be collected at the Building Permit stage. The reason we chose to collect the fee at Building Permit rather than final map was that we would probably have a better handle on the required amount of detention from the data gathered with the Storm Water Monitoring Program.

As the conveyance fee and detention fees are collected, the money will be deposited in three separate categories in the deposits payable account. The Categories are Detention, Conveyance, and Water Quality. As stated in the report, 30% of the conveyance fee will be set aside for water quality improvements to meet future EPA Clean Water Act requirements. For example, when a developer is required to pay a \$10,000 conveyance fee at the time of final map, \$7,000 will be deposited in the conveyance fee account for Storm water system studies, the Stormwater Monitoring Program, and the Storm Drain Upgrade Program (excluding water quality). The remaining \$3,000 would be set aside in the water quality account.

Please let me know if this is also your understanding so that I may finalize the procedures with Mike Baird and Robert Wagner.