

ORDINANCE #2007-1

AN ORDINANCE AMENDING THE TOWN OF PONCHA SPRINGS WATER AND SEWER SYSTEM DEVELOPMENT FEES

WHEREAS, the Town of Poncha Springs entered into a "Wastewater Agreement," with the City of Salida on July 12, 2004; and

WHEREAS, section 13 of that agreement requires the Town of Poncha Springs to submit sewer development fees to Salida as charged to Salida residents.

NOW THEREFORE BE IT ORDAINED, the Town of Poncha Springs water and sewer system development fees are hereby amended as follows:

Sewer System Development Fees

The sewer system development fees will be based on the size of the water meter and the customer classification (residential, commercial, industrial) in accordance with the following scale:

	<u>In Town</u>	<u>Out of Town</u>
1. Residential		
a. Single-family residence without rentals	\$3,000	\$4,500
b. Multi-family residential unit (up to four Units), including mobile home parks and Single-family residences with separate rentable living quarters	\$3,000/1 st unit \$2,250/ea.add.unit	\$4,500/1 st unit \$3,375/ea.add.unit
2. Commercial		
Water service line size		
¾ inch	\$4,500	\$6,750
1 inch	\$9,750	\$14,625
1 ½ inch	\$17,400	\$26,100
2 inches	\$34,050	\$51,075
3 inches	\$61,350	\$92,025
4 inches	\$102,000	\$153,000

A service line of a different size from the ones specified above will be charged at the rate of the next largest service line.

3. Industrial

Water service line size	¾ inch	\$7,500	\$11,250
	1 inch	\$15,000	\$22,500
	1 ½ inch	\$27,000	\$40,500
	2 inch	\$42,000	\$63,000
	3 inch	\$70,500	\$105,750
	4 inch	\$127,500	\$191,250

A service line of a different size from the ones specified above will be charged at the rate of the next largest service line.

Fire suppression: Taps that are solely for fire suppression will not be assessed a system development fee, and will pay only for water used.

PASSED AND APPROVED THIS 12th DAY OF FEBRUARY, 2007 BY THE BOARD OF TRUSTEES OF THE TOWN OF PONCHA SPRINGS, COLORADO.

/s/Mark F. Thonhoff, Mayor

Attest:

/s/Diana K. Heeney
Clerk/Treasurer