

SPUD SCHEDULE OF RATES AND CHARGES SPUD Water Ordinance 2021-01

EXHIBIT A

Fee Category	9/1/2021	7/1/2022	7/1/2023	7/1/2024	7/1/2025
Base Monthly Fees	flat fee per month includes customer + EDU charge				
Customer Charge per Customer	\$21.16	\$24.83	\$28.49	\$32.15	\$35.82
Capacity Charge per Full-Service EDU [1]	\$28.17	\$33.00	\$37.83	\$42.66	\$47.49
Total Base Monthly Fees for 1 EDU [2]	\$49.34	\$57.83	\$66.32	\$74.81	\$83.31
Use Fees per 1,000 Gallons	charged when use exceeds 30,000 gallons per EDU per month				
Overage Charge	\$3.68	\$4.32	\$4.96	\$5.60	\$6.23
Wholesale Customers (LDS Camp)					
Monthly Customer Charge	\$21.16	\$24.83	\$28.49	\$32.15	\$35.82
Charge per 1,000 Gallons (all water)	\$1.39	\$1.78	\$2.18	\$2.57	\$2.96

^[1] Standby (lot) customers do not pay an EDU charge. Customers with a full-time EDU and a lot pay one customer charge and one full-service EDU charge per month.

DEFINITIONS

FULL-SERVICE EDU: An EDU that serves a customer's property whether or not the customer is currently taking water through the District's facilities.

STANDBY CUSTOMER: A customer with a will-serve for a lot without a building or a lot with a building that has not yet connected to the District's facilities.

OTHER CHARGES

- Application fee for Will Serve Letter: \$50.00
- Facilities Impact Fee: \$1000.00 This is the fee charged for new connections to the district water system.
- Connection Installation Deposit: Estimated cost for all labor and materials required to install
 a new water service (due at time of application for service). This cost will vary according to
 location, size, etc.
- Disconnect Fee (meter and box removal): \$50.00 plus all labor and materials required to complete.

^[2] Customers that are connected and receiving service with one EDU. Greater base monthly fees will be due for customers with more than one EDU.

• Re-connection Fee (for non-payment shutoff): \$50.00

• Returned Check Fee: \$25.00

• Late Payment Fee: \$10.00 if payment is not received within 30 days of due date.