## City of Waleska Water Line Extension Policy (Adopted July 19, 2004)

This policy has been adopted to allow potential customers without public water to understand the requirements for the City to consider extending water line for new customers.

- 1. The connection fee and deposit shall be as set by the Waleska Water Department.
- 2. All usage rates shall be as set by the Waleska Water Department.
- 3. The potential customer(s) for a line extension should provide a written request for the extension stating the approximate length and number of customers anticipated to be served.
- 4. The City will determine the following:
  - a. Verify the request is in the City's service area
  - b. Verify adequate static pressure will be available at the meter (the customer's connection location)
  - c. If the above are met then the City will determine the cost of the extension and determine if it meets the following criteria.
    - (A) = Distance x \$12.00/feet
    - (B) = (Number of customers x tap fee)
    - If (B) exceeds (A) the line extension will be approved.
  - d. After approval, request must be finalized within thirty (30) days with water connection fees and deposits made.
  - e. After request is finalized, City will schedule construction of the extension.
- 5. If the (B) does not exceed (A), then the request will be denied unless the customer(s) agree to pay the difference in increased connection fees. This amount per customer shall be determined as follows:

Revised Tap Fee = 
$$(A) - (B)$$
 + Existing Tap Fee  
No. of Customers

## Examples:

1.12 customers on Jones Street request an extension of 800 feet(A) = 800 x 12 = \$9,600(B) = 12 x 850 = \$12,200(C) exceeds (A), therefore extension can be approved.2.10 customers on Maple Street request an extension of 4,000 feet.(A) = 4,000 x 12 = \$48,000(B) = 10 x 80 = \$8,500(A) exceeds (B), therefore request is denied.Revised Tap Fee =(B) - (A) = 48,000 - 8,500 + 850 = \$4,80010

If customer(s) agree to pay increased tap fees, then the extension may be approved.