amendenant by Late Backup

MOTION SHEET

Amending the ordinance in back-up to allow a percentage cap on single family residential properties by separate ordinance.

Suggested Script: (read the following from the dais)

I move to amend Part 6, Section 15-2-7 to provide for establishing a cap on the drainage charge for single family residential properties if established later by separate ordinance.

The exact ordinance language has been provided to the City Clerk and distributed on the dais.

Ordinance Language: provided to City Clerk—changes from ordinance in back up in **different font and bold**.

PART 6.

§ 15-2-7 MONTHLY DRAINAGE CHARGE [FOR RESIDENTIAL PROPERTIES].

- (A) The monthly drainage charge for each benefitted property shall be calculated by applying the base rate to the total impervious cover on the benefitted property and applying an adjustment factor to account for the percentage of impervious cover on the benefitted property.
- (B) The formula for computing the monthly drainage charge is:

 $\underline{MDC} = BR \times IC \times AF \div 12$

MDC = monthly drainage charge

<u>BR = base rate</u>

IC = square feet of impervious cover on benefitted property AF = adjustment factor

(C) After computing the monthly drainage charge as described in subsections (A) and (B), the monthly drainage charge for single family residential properties may be modified by limiting any increase in the charge to be assessed October 1, 2015 – October 1, 2016 as compared to the charge assessed October 1, 2014 – October 1, 2015 by a percentage, if established by separate ordinance.

[(A) The monthly residential drainage charge per ERU shall be set by ordinance and shall be known as the residential ERU charge.]

June 25, 2015 Agenda Item #21 (usi transformation

MOTION SHEET

[(B)Each month residential user shall pay to the City an amount equal to one residential ERU charge.

(C)Each month each residential user in vertical construction shall pay to the City an amount equal to one half of one residential ERU charge.]