City of Santa Rosa



Legislation Details

File #: 20-540BPU Version: 1 Name: 2020/21 Regional, Local Wastewater and Water

Budget Overview

Type: BPU- Agenda Item Status: Agenda Ready

File created: 3/23/2020 In control: Board of Public Utilities

On agenda: 4/2/2020 Final action: 4/2/2020

Title: PRELIMINARY FY 2020/21 REGIONAL SYSTEM OPERATING AND MAINTENANCE, CAPITAL IMPROVEMENT PROGRAM, AND DEBT SERVICE BUDGET AND ALLOCATION OF COSTS

IMPROVEMENT PROGRAM, AND DEBT SERVICE BUDGET AND ALLOCATION OF COSTS

The Regional System, managed by the City of Santa Rosa per the Agreement, is a state-of-the-art wastewater treatment facility serving five-member agencies (Santa Rosa, Rohnert Park, Sebastopol, Cotati, and the Sonoma County South Park Sanitation District, each hereinafter referred to as "User Agency" or collectively as "User Agencies"). The Regional Operations and Maintenance (O&M) Fund budget request is \$31,075,462 the Regional cash-funded Capital Improvement Program (CIP) is

\$7,000,000 and the Regional debt service due is \$22,514,346.

The operating Agreement requires that the City annually prepare a Preliminary Budget and Allocation of Costs for the Regional System and notify the User Agencies of these costs by May of each year. The Agreement further requires that the proposed budget and allocation of costs be reviewed by the Regional Technical Advisory Committee (TAC), the Board of Public Utilities (BPU) and the Council of the City of Santa Rosa prior to noticing the partners of operating and debt service costs due. The Council will be asked to consider the preliminary budget for the purpose of notifying the User Agencies on April 28, 2020 and will review the proposed budget with the city-wide budget process in

May and June 2020. The Board may discuss this item and give direction to staff.

Sponsors: Board of Public Utilities

Indexes: Not a Project

Code sections:

Attachments: 1. Staff Report, 2. Presentation

Date	Ver.	Action By	Action	Result
4/2/2020	1	Board of Public Utilities	presented	