

PINE MEADOW MUTUAL WATER COMPANY
Fee Schedule
Adopted by Board of Trustees November 4, 2004
Ratified February 17, 2005
Effective January 1, 2005

Standard Fees

Standby Fee (No water connection - Ref. Sec. 3.3.2)	\$322.00
Base Metered Water Connection Fee (includes first 11,500 gallons - Ref. Sec. 3.3.1)	\$491.00
Additional metered water usage over 11,500 gallons - (Ref. Sec. 3.3.1.1)	
11,501 to 20,000 gallons	\$15.00/1000 gallons
20,001 to 30,000 gallons	\$30.00/1000 gallons
30,001 to 50,000 gallons	\$40.00/1000 gallons
50,001 gallons and above	\$50.00/1000 gallons
Accounts past due after April 30 or 30 days after receipt of bill - (Ref. Sec. 3.3.5)	
Account Late Fee - (Ref. Sec. 3.3.5.1)	\$25.00
Plus 1.5% interest per month plus all collection costs (Ref. Sec. 3.3.5.1)	1.5%/month plus

Miscellaneous Fees

New Meter Connection Fee - (Ref. Sec. 3.4)	\$1,207.00
New Customer Impact Fee - (Ref. Sec. 3.3.3)	\$5,225.00
Resumption of Service Fee - (Ref. Sec. 3.6..2)	\$50.00
Meter Re-reading Fee - (Ref. Sec. 3.4.4.1)	\$25.00
(Assessed if meter re-reading confirms original meter reading)	
Meter Testing - (Ref. Sec. 3.4.6)	\$100.00
(Assessed if meter is accurately calibrated or under reading)	
Reimbursement of Manager's Time (Ref. Minutes December 2004)	\$50.00/hour
(To turn on meter or if problem is on customer's side of the meter)	

Fines and Penalties

Resell of stock to shareholder - (Ref. Sec. 3.3..5.7)	110%
110% of all past-due assessments, fees, and accrued interest	
Obstructing water system (Ref. Sec. 3.1.4.2)	\$50.00 min
At least \$50.00 or actual cost of any damage to system and/or actual cost of removing the obstruction	
Theft of water by circumventing the water meter - (Ref. Sec. 3.4.3.1)	\$1,000.00
Consumption of unmetered water - (Ref. Sec. 3.4.8)	\$500.00
Theft of water from fire hydrant - (Ref. Sec. 3.7.1)	\$500.00
Unauthorized sale of water outside approved service area - (Ref. Sec. 3.8.1)	\$500.00

Note: All theft of water shall also be punished in accordance with the laws of the State of Utah.