

- Revenue Assumptions - Annual
 - \$13,000,000 in special assessment funded street improvements
 - \$7,000,000 in sales tax funded street improvements (to remain)
 - \$7,000,000 in existing special assessment debt repayment
 - (Includes \$500,000 in debt repayment for previous arterial road assessments. No fee revenue increase. Anticipated to be absorbed without rate increase.
 - \$27,000,000 total revenue requirement less \$7,000,000 in sales tax funding equals \$20,000,000 street utility fee revenue requirement
- Classes
 - Residential Class
 - 1 unit, 2 unit, 3 unit and residential condo building
 - Multi Family Class
 - Apartments, 4+ unit buildings
 - Manufactured Home Parks
 - Non-Residential (commercial) Class
 - Everything else
 - Exceptions - Bismarck Parks and Rec parcels without buildings (121 parcels, 40,774,359 SF)
- Revenue Split
 - 40% Residential/Multi-Family (\$8,000,000) & 60% Non-Residential (commercial) (\$12,000,000)
- Parcel Basis
 - All parcels would have a utility account created, even vacant parcels and those developed parcels without water/sewer.
 - Exceptions
 - Vacant residential single family and twin home parcels.
 - Graveyards (3 parcels)
 - Federal (11 parcels)
 - Condo properties were apportioned their estimated equivalent parcel SF of the larger common interest parcel. (ie 100,000 SF parcel with 10 equal owners were each assigned 10,000 SF parcel area)
 - Residential and Non-Residential (commercial) class use parcel SF as basis
 - 0.5X to 2X median parcel SF pays base fee.
 - Adjustments to smaller and larger parcels based on ratio to median parcel square foot similar to current special assessment policy.
 - Tiered system
 - Option to group non-residential (commercial) tiers
 - Caps on tiers
 - 3X median residential parcel SF (2X fee)
 - 6X median non-residential (commercial) parcel SF for exempt property (3X fee)

- 20X median non-residential commercial parcel SF for non-exempt property (10X fee)
- Multi-family class based on \$/dwelling unit (proposed \$7.00 dwelling unit)