

RESOLUTION NO. R2014-29

A RESOLUTION OF THE CITY COMMISSION OF THE CITY OF WILDWOOD, SETTING RATES FOR USE OF RECLAIMED WATER FOR CLASS A, CLASS AM, AND CLASS B USERS; REPLACING RESOLUTION NO. R2013-14; PROVIDING FOR AN EFFECTIVE DATE

WHEREAS, the City of Wildwood has passed Ordinance No. 404, which provides that rates for Class A, Class AM, and Class B users of reclaimed water shall be established by Resolution; and,

WHEREAS, the City Commission of the City of Wildwood desires to increase the rates for reclaimed water based on the Consumer Price Index; and,

WHEREAS, the Consumer Price Index for the last 12 months shows an average increase of 2.1%.

NOW, THEREFORE, BE IT RESOLVED, BY THE CITY COMMISSION OF THE CITY OF WILDWOOD, FLORIDA:

SECTION 1. Class A, Class AM and Class B users shall pay for reclaimed water as follows:

(1) *Class A and AM users.*

Class A and AM users shall pay a monthly fee, charge or rate as follows:

	Inside City	Outside City
Stand by charge (per ERU) (imposed beginning 90 days after availability of product to property)	\$1.12	\$1.41
Use charge per 1,000 gallons	\$0.69	\$0.88

(2) *Class B users:*

a. Class B users shall pay a monthly fee, charge or rate as follows:

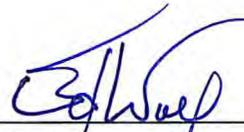
	Inside City	Outside City
Stand by charge (per ERU) (imposed beginning 90 days after availability of product to property)	\$1.12	\$1.41
Use charge per 1,000 gallons	\$0.95	\$1.18

b. Class B users shall pay all costs associated with the reclaimed water service connection, including, but not limited to, tapping into the distribution main, the connection pipe, the city's shut-off valve, the meter and the backflow prevention device.

SECTION 2. With the passage of this Resolution the new rates will become effective as of the billing cycle for the month of October, 2014

PASSED AND RESOLVED this 10th day of September, 2014, by the City Commission of the City of Wildwood, Florida.

CITY COMMISSION
CITY OF WILDWOOD, FLORIDA



Ed Wolf, Mayor

ATTEST: 
Cassandra Lippincott, City Clerk/Finance Officer