



City of Arcadia

Public Works Services Department

Tom Tait
Public Works Services Director

April 13, 2015

Sent via email Jessica.bean@waterboards.ca.gov

Jessica Bean
State Water Resources Control Board
P.O. Box 100
Sacramento, CA 95812-0100

Dear Ms. Bean:

Thank you for allowing the City of Arcadia the opportunity to provide comments on the Proposed Regulatory Framework on the Mandatory Conservation dated April 7, 2015. The City of Arcadia has been working diligently on educating its water customers on ways to reduce their water consumption.

- The proposed regulations need to clarify the timeframe in which urban water suppliers are required to reduce water usage based on their R-GPCD tiered category. There is confusion as to the period when water reduction is compared to (i.e., 2013 vs 2014 production data). Is this calendar year or fiscal year?
- Given the geography, climate, and lot sizes in the City of Arcadia, it is reasonable that the City would fall into the Tiered 4 category; however, we are perceived as “water wasters” in the media. Many of our water customers have reduced their water consumption by as much as 9% during August 2014-February 2015 compared to the same time period of 2013/2014. Will there be any accounting for such cities or will these residences have to reduce/stop watering their lawns?
- The new rebate incentive for turf removal as described in the Executive Order #3 is limited to “underserved communities”. While the City of Arcadia does not fit the definition of an underserved community, it would be a better goal to entice those in “Tiered 4” category to implement turf removal projects. As an example, the City has larger properties which would benefit from receiving rebates to remove turf. As such, we would like to suggest that a larger percentage of the rebate funding be allocated to those communities in Tier 4.

Should you have any questions, please contact Vanessa Hevener at 626-305-5327 or vhevener@ci.arcadia.ca.us.

Sincerely,

Tom Tait
Public Works Services Director