

Appendix B

Proposed New Multi-Residential Billing System and Rate Structure for Multi-Residential Curbside Collection (Subscription) Customers

Multi-residential curbside collection rates

Base Allotment Fee (per unit/yr)	\$191.30
Fee for excess waste: un-compacted (per yd3)	\$13.27
Fee for excess waste: compacted (per yd3)	\$26.55
Bag only	\$191.30**

**includes 26 bag tags per unit

The annual rebate per unit of \$185 will apply to multi-residential curbside (subscription) customers.

Multi-Residential Billing System and Rate Structure for Multi-Residential Curbside (Subscription) Customers Notes:

- 1) The allowable base volume of waste is based on 1.917 cubic yards of uncompacted waste per unit per year or 0.9585 cubic yards of compacted waste per unit per year. Waste in excess of the base volume allowance will be charged the excess waste fee per cubic yard as set out in the table above.
- 2) Total volume is determined by the number of bins at a Multi-Residential Bulk Curbside (Subscription) Property and collection frequency and not what is actually set out for collection.
- 3) The Solid Waste Rate includes the collection of garbage, recycling, yard waste, green bin organics (as available), bulky items, electronics, white goods/metal items and household hazardous waste.
- 4) The above fees are based on a mandatory, all-or-nothing service. That is, buildings must fully participate in the City's diversion programs to receive City waste collection. Similarly, buildings will not be allowed to utilize free City recycling services while contracting private waste collection.
- 5) Annual fees and rebates will be prorated on a daily basis based on the billing cycle of the utility bill.
- 6) Fees are based on waste being compacted or uncompacted to a 2:1 compaction ratio.

- 7) In order to receive the above rebates, multi-unit residential customers must receive City solid waste collection service.
- 8) The base allotment per unit is equivalent to $\frac{3}{4}$ the volume of the single residential small bins.