

WATER SHORTAGE CONTINGENCY PLAN

Stage 4

Water Shortage Emergency



MANDATORY ACTION

Shortage Response Actions

- All previous shortage response actions, plus:
- Up to one day per week of landscape irrigation when using potable water; no more than 10 minutes per day per station.
- Maintenance of existing landscaping necessary for fire protection or erosion control may be irrigated up to two (2) days per week.
- Staff directed to implement monthly meter reading; notify customers of allocation exceedance.
- Existing pools and spas shall not be emptied and refilled using potable water unless required for public health and safety purposes.
- No will serves for projects including new pools or spas will be issued.
- Washing of vehicles at home is prohibited.
- No new temporary construction meter permits will be issued by the District.
- No new water meters allowed, except for health and safety, unless water demand is offset to a net zero increase. Achieving net zero water increase is when potable water use of proposed development is no greater than current demand within the District's service area prior to installation of the new meters.
- Previous waivers for watering or water use in excess of drought restrictions will be revoked.
- Staff directed to communicate with water users in the 90th percentile of their customer class to help reduce consumption.
- **Water Use Allocations Assigned per Permanent Resident:**
3 units per month
- **Commercial Water Use Allocations Assigned:** 3 units per EDU or fraction thereof; or average of last 12 months water use, whichever is less.
- **Vacation Rental Water Use Allocations Assigned:** 3 units per month.
- Staff directed to prepare WRF for operation.

Enforcement

Staff issues written citations for violations of shortage response actions. No fines for first offense. Increasing fines for repeat offenses.

Shortage Indicators *As a % of Average*

Dry Season Start: April or later
SS4/9P2 Gradient: 71% - 80%
Well Levels: 71% - 80%
Rainfall Totals: 41% - 55%

1
2
3
4
5
6