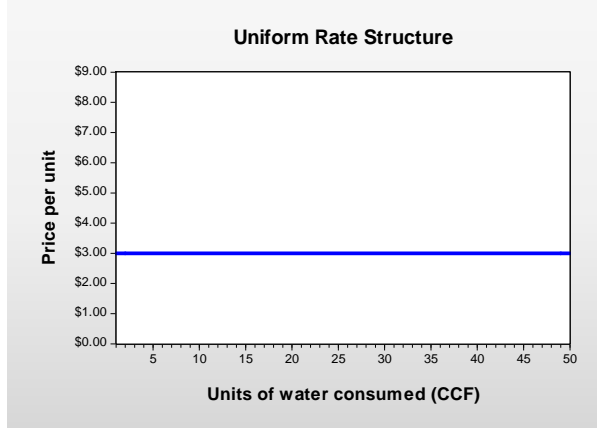


Uniform

Same rates charged for all units

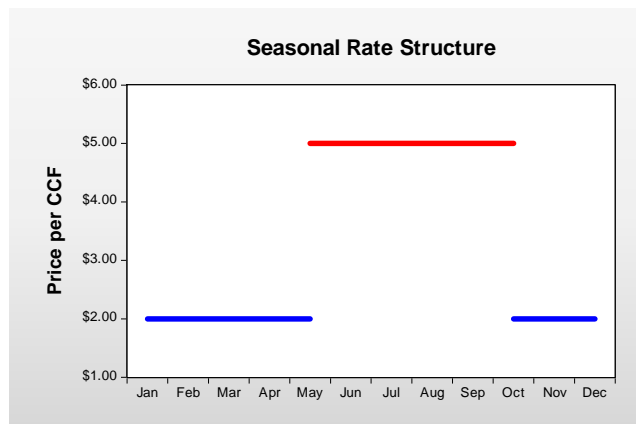


1



Seasonal

Higher rate charged in peak season (Jun – Sep)

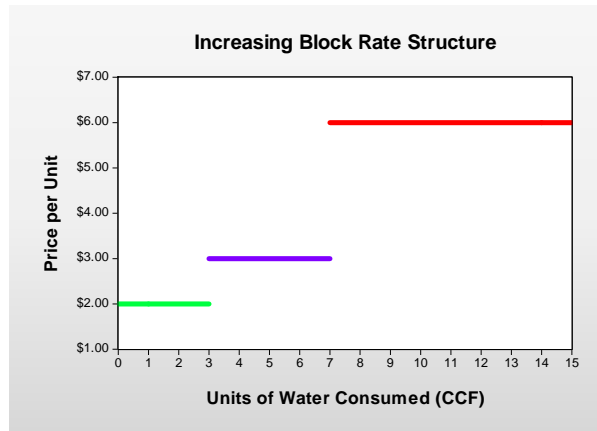


2



Increasing Block

Increasing rates with increasing consumption



3



Rate Structure Alternatives

1. Seasonal rate for all customer classes in which the peak-season rates higher than the off-peak.
2. Moderate 3-block rate structure for single-family and seasonal rates for other customers.
3. Steeper 3-block rate structure for single-family and seasonal rates for other customers.
4. Steeper 3-block rate structure for single-family and seasonal rates for other customers with increased base charges for all classes.
5. Extremely steep 3-block rate for single family, seasonal rates with large spreads for other customers with increased fixed charge for single-family and multi-family.
6. Two-block rate for single-family and seasonal rates for other customers.
7. Three-block rate structure for single family similar to prior PWB rate structure and seasonal rates for other customers.

4



Summary and Conclusions (cont.)

Conclusions

- Current uniform rates likely to provide greater conservation incentive than the previous block rates due to higher rates rather than structure
- Current available supplies exceed foreseeable future demand. No need to reduce demand as a result of shortage of supply.
- Current uniform rate does not allow low water using customers to be charged a lower rate for essential uses. (Low income program partly alleviates the impact on low income customers.)
- All but one of the 7 alternative rate structures resulted in less than 1% estimated potential conservation relative to the status quo. Maximum estimated potential conservation of 1.8% was due to Rate Structure Alternative 3.
- The status quo uniform rate received better average ratings over all criteria than other alternatives. However, it performs less well in terms of conservation and affordability.

5



Study Webpage

<https://www.portlandoregon.gov/water/59171>

6

