## REGIONAL WATER RECLAMATION FACILITY MONTHLY UPDATE

**BOARD OF DIRECTORS MEETING** 



Steve Ledbetter for: Danny Friend

MISSION SPRINGS WATER DISTRICT | JANUARY 14, 2021

## **Regional Water Reclamation Facility Monthly Update for December 2020**

## Regional Water Reclamation Facility

- Staff completed additional review and comment on the final design; as such, the consultant (AECOM) will complete the final contract documents in January.
- Staff expects to submit the final parcel map package to the City of Desert Hot Springs for review and approval in the coming months.
- The consultant (EnviroLogic Resources) completed the final Monitoring Wells Workplan, required by the approved WDR. Staff submitted the final plan to the Regional Board in December for review and approval.
- Staff received a proposal from AECOM for Technical Assistance and Support during bidding. Staff has reviewed the proposal and will bring it to the Board for approval in January.
- Staff continues to monitor progress on the SRF/Grant funding application with the SWRCB.
  - Staff met with the SWRCB staff and confirmed the best path forward was the option to include the private septic abatement within AD-15 Area M2 in the current draft funding agreement.
  - o This may result in a 1 to 2-month delay in the funding process; however, staff will continue to push for a quicker agreement completion.
  - Staff will continue to coordinate with the SWRCB regarding the final determination of grant funding and status of the funding agreement.

## Regional Water Reclamation Facility Conveyance Line

- MSWD placed design on hold due to utility easements required along Little Morongo Road by the Project.
- The consultant (TKE) has continued coordination with CVCC to attend the next CVCC Coordination/Joint Projects Review Meeting to seek approval of the required easement.
- No response was received from the utility easement request sent in September. As such, the consultant (TKE) will send follow-up requests and begin calling owner in January.