## Calculation Worksheet Storm Water and Flood Management Fee and Plant Investment Fee (PIF)

A storm water/flood Plant Investment Fee (PIF) is charged for properties that **increase** the amount of impervious area on the property (Boulder Revised Code section 11-5-9). Impervious area is the portion of the property that does not absorb storm water/rain runoff including building coverage and other hard surface areas (such as parking areas, driveways, patios and sidewalks). The storm water/flood PIF is used toward the construction, operation, maintenance and replacement of the storm water and flood management system. In order to assist the review staff in accurately calculating the storm water / flood PIF, please provide the following information about the impervious area on your property as part of your building permit application.

If your project doesn't involve any increase in impervious area ( i.e., interior remodel, tenant finish, second story addition), this form does not apply.	
Property Address:	
Box A - Existing lot area	
Existing Lot Area	sq. ft.
Currently developed lots will be credited the square footage of existing impervious area. If this applies, please provide both the existing impervious area information in Box B and the total proposed impervious area information in Box C. For vacant lots, fill out the information in Box C only.	
Box B - Existing impervious area (if applicable)	
Principal Building Coverage (include attached garage/carpellard Surface Driveways / Parking Areas Sidewalks Covered / Hard Surface Patios Detached Garage / Carport / Sheds  Total Existing Impervious Area  Box C – Total proposed impervious area (existing to remember Principal Building Coverage (include attached garage/carped Surface Driveways / Parking Areas	sq. ftsq. ft.
Sidewalks Covered / Hard Surface Patios Detached Garage / Carport / Sheds	sq. ftsq. ftsq. ftsq. ft.
Total Proposed Impervious Area  I, the undersigned, attest to the accuracy and completeness	sq. ft. of the above information.
Applicant / Agent	Date