

Appendix "F"

Elm Fork Project
(Lewisville, Grapevine and Ray Roberts Lakes)
Land Based Shoreline Use Permit/License Fees

Mowing and Underbrushing Permit/License Fees

Annual Fees (New and Re-Issues)

a) Mowing and Underbrushing Five Year Permit.....	\$25.00
(Lewisville and Grapevine Lakes)	
.....	<i>Plus</i>
b) New Permit and Renewal Cost	<u>\$10.00</u>
	Total 5-Yr Fee \$35.00

Administration/Consideration Fee (New and Re-Issues) *Subject to ER 405-1-12, Real Property Management Chapter 8, Present and future revisions*

a) New Permit	\$0.00
b) Re-Issue Permit.....	\$0.00

New MUZ Permit Fee, Total.....	\$35.00
Re-Issue of an Existing MUZ Permit, Total	\$35.00

Narrow Shoreline Variance Area (NSVA) Permit/License

Annual Fees (New Permit)

a) Mowing and Underbrushing Five Year Permit.....	\$25.00
(Lewisville and Grapevine Lakes)	
.....	<i>Plus</i>
b) New Permit and Renewal Cost.....	<u>\$10.00</u>
	Total Annual Fee \$35.00

Administration Fee (New Permit/License) *Subject to ER 405-1-12, Real Property Management Chapter 8, Present and future revisions*

a) New Permit	\$235.00
b) One-time Mitigation Cost (See Note Below)	Varies*
c) Re-Issue Permit.....	\$235.00
New NSV Permit Fee, Total	\$270.00 + b

NOTE: Mitigation Permit Fees for a New NSVA Permit/License, (A one-time Charge)

A one-time mitigation fee will be charged for the loss of wildlife habitat in the NSVA permit area that is beyond the 50 and 25 foot respectively. The cost of this fee will be based on the distance from the end of the 50 and 25 foot MUZ respectively to the conservation pool multiplied by the length of the permit area and the quality of the habitat. The fee is based on the *Appendix 'L' of the Elm Fork Project Mowing and Underbrushing Permit/License Guidelines*. Typically most NSVAs will be classified in a "Poor Condition" with regards to wildlife habitat.

NOTE: We reserve the right to charge an administration fee upon the submission and approval of a new fee schedule for the permits and/or licenses or some combination thereof.