From: Poling, Jeanie (CPC) < jeanie.poling@sfgov.org>

Wednesday, June 17, 2020 9:58 AM Sent:

To: Nora Collins <nora collins@avalonbay.com>

ECN, BalboaReservoirCompliance (ECN) <a href="mailto:balboareservoircompliance.ecn@sfgov.org">balboaReservoircompliance.ecn@sfgov.org</a>; Cc:

Steven Vettel <SVettel@fbm.com>

Balboa Reservoir NOD filing Subject:

Hi Nora,

Once the BOS approves the project, we'll need to file a Notice of Determination at the County Clerk within five days. We have plenty of time to draft the NOD, but I just want to let you know in advance that these fees to the SF County Clerk will be required with the filing. They're currently accepting NOD filing by mail, but we'll need to check their website again as the filing date gets closer. https://sfgov.org/countyclerk/county-clerkservices-during-covid-19-response

## https://sfgov.org/countyclerk/fees-miscellaneous

Filing an Environmental Impact Report (EIR) Notice of Determination (F&G \$3,343.25 713), separate check payable to SF County Clerk

California Environmental Quality Act (CEQA) filing-County Clerk Processing \$69.00 Fee (F&G 711.4), separate check payable to SF County Clerk

## Thanks,

## Jeanie Poling, Senior Environmental Planner

San Francisco Planning Department 1650 Mission Street, Suite 400 San Francisco, CA 94103 Direct: 415.575.9072 | www.sfplanning.org

San Francisco Property Information Map

The Planning Department is open for business during the Stay Safe at Home Order. Most of our staff are working from home and we're available by e-mail. Our Public Portal, where you can file new applications, and our Property Information Map are available 24/7. The Planning and Historic Preservation Commissions are convening remotely and the public is encouraged to participate. The Board of Appeals, Board of Supervisors, and Planning Commission are accepting appeals via e-mail despite office closures. All of our in-person services at 1650 and 1660 Mission Street are suspended until further notice. Click here for more information.