

Amsterdam Churchill Sewer District

November 2011 Update

The Amsterdam Churchill Sewer District (District) continues to work toward compliance with the Montana Department Of Environmental Quality (MDEQ) mandate to upgrade the wastewater treatment system. Initially, upgrades to the system were to be completed by December 31st, 2012. But through a schedule extension request the system upgrades are now due on December 31st, 2014.

This extension was provided for several reasons including: 1) it would allow more time for the District to evaluate the options of either constructing their own treatment system or connecting to the Town of Manhattan; and, 2) there is a possibility the District would reapply for grant funding in the 2012 biennium.

The \$ 750,000 grant that the District applied for in the 2010 Biennium was not awarded because the overall grant application did not rank high enough in the public health and safety and financial need categories. Inadequate overall points were attained to score the application above the funding line among the 60+ applications received for the limited funding available. The District was, however, successful in procuring a \$100,000 grant from DNRC during the 2010 Legislative Session. The fate of this funding is not certain, as the District needs to resolve a plan and direction for moving forward with the project to demonstrate to DNRC the grant should be held for the District.

To date, the District continues to evaluate the two options of either constructing their own treatment system or connecting to the Town of Manhattan. Based upon current estimates, the construction cost of connecting to Manhattan is estimated to be less than a stand-alone system constructed near the existing system in Amsterdam. However, with impact/connection fees and higher operations and maintenance costs for the Manhattan connection option, the resulting sewer user rates are estimated to be higher for this option.

- Dean Danhof
- Harold Vander Molen
- Hank Dyksterhouse
- Leon Smit - leaving