The Tonto Apache Tribe

Presents:

The Department of Energy (DOE) 2014/2015 Renewable Energy Grant Project "New Build"





Presenters: Joe Bresette Grant Developer, TAT Barry Coe Principal, SRS



Presentation Outline

- Summary of Current Project Objectives
- Progress to date
- Timelines and goals
- Future Projects
- Next Steps







Summary of Project Objectives

- Grant Program compliance
- Tribal Council Communications
- Budgets and Timelines (Updated Budget = \$779,993) & (1YEAR)
- Energy modeling and technical support
- Design and Engineering
- Equipment Procurement
- Mobilization and staffing
- Proactive Project Management
- Interconnection
- Operations, Maintenance, and Asset Management long term





Progress to Date

- Pre Engineering and technical support
- Energy modeling and systems sizes
- Grant Response
- Utility bill analysis
- Budget Verification Process





Timelines & Goals

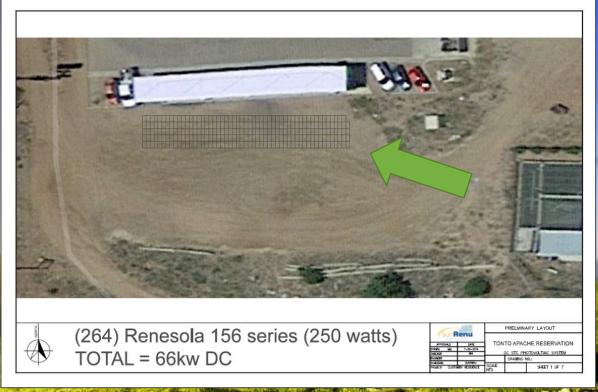
- Grant Compliance
- Budget Verification Process
- Construction Schedule
- Offset & savings goals-
 - The Smoke Shop 100kW PV (85% bill offset)
 - The Water Treatment Plant 66kW PV (85% bill offset)
 - The East Water Tower 5kW (80%)
 - The GYM Pool 40 Collectors (48% offset of Propane bill)





PRE- ENGINEERING: Systems and layouts @ Smoke Shop 100kW (Option B)

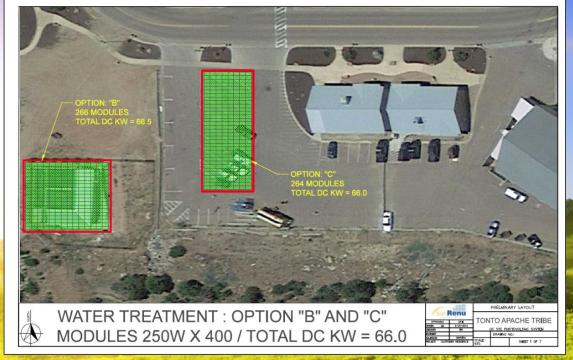








PRE ENGINEERING: Systems and layouts @ Water Treatment Plant 66kW (Option C only) Includes LED Lighting









PRE ENGINEERING: Systems Layouts @ East Water Tower 5kW

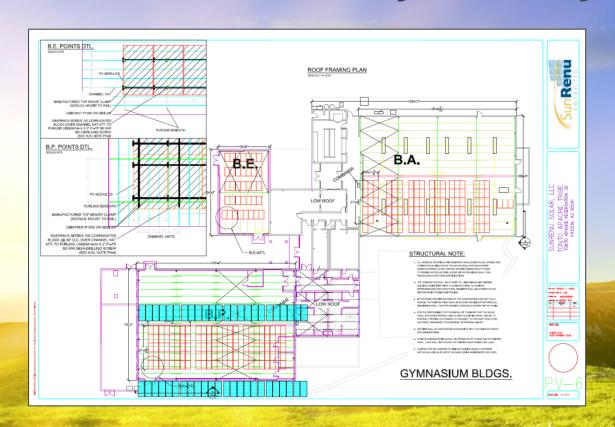


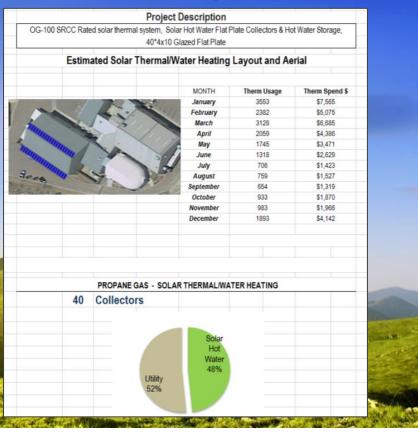






PRE ENGINEERING: Systems Layout@ GYM POOL 40 Collectors









Future Projects

- Casino energy efficiency Large Community Scale
- LED/Energy Efficient Lighting casino and tribal offices (exterior and interior)
- Casino Photovoltaics
- Casino Thermal Hotel and indoor pool







Next Steps

- Final Budget Verification
- Contracts
- Full Design and Engineering
- "Go NO Go" Bench Mark TAT & DOE
- Notice to Proceed with Construction
- Equipment Procurement
- Utility Documentation Process and Management
- Mobilization











