



DATE: APRIL 8, 2021

TO: INTERESTED PARTIES

RE: NOTICE OF PREPARATION AND PUBLIC HEARING FOR THE CITY OF CHINO HILLS 2020 URBAN WATER MANAGEMENT PLAN (UWMP)

14000 City Center Drive
Chino Hills, CA 91709
(909) 364-2600

www.chinohills.org

In compliance with the California Urban Water Management Planning Act, the City of Chino Hills is currently preparing an update to its Urban Water Management Plan (UWMP). The City encourages participation from your agency and the public in the process of updating this plan.

The UWMP is updated every five years and documents the City's planning efforts to ensure water supply sustainability over a wide range of conditions. The plan also contains system description, demand management measures, and water shortage contingency planning. The Final Draft of the 2020 UWMP can be reviewed Monday thru Thursday from 7:30 am to 4:30 pm at the City Clerk's office beginning on Tuesday, June 1, 2021. An electronic copy of the plan can be obtained from Mark Wiley, Utility Operations Manager, by email (mwiley@chinohills.org).

The City Council is scheduled to conduct a public hearing at the following time and location to receive comments on the Draft UWMP prior to final adoption.

Public Hearing Location:

Date:	Tuesday, June 22, 2021
Time:	7:00 pm
Location:	City of Chino Hills City Hall, Council Chambers 14000 City Center Drive Chino Hills, CA 91709

The City is interested in reviewing any comments subsequent to the release of the Draft. Please provide written comments to my attention no later than Friday, June 11, 2021. Oral comments are also encouraged at the hearing. Further information about submitting oral comments and attending the City Council meeting via Zoom or other approved manner will be posted on June 17, 2021 on the City website at: <https://www.chinohills.org/60/Agendas-Minutes>.

For more information or specific questions regarding the 2020 UWMP, please contact Mark Wiley at (909) 364-2854.

Sincerely,

Daniel Bobadilla, P.E.
Director of Public Works/ City Engineer