



NEVADA COUNT ENERGY EFFICIENCY AND SOLAR PROJECT

Land Use Permit Construction and O&M Narrative

November, 2015

Construction process.

Construction is scheduled to Start in Q3 2015. It will last between 2-4 months, typically with a 1 month peak construction period. Construction would take place between 7am and 7pm Monday –Friday. Noise levels will be kept to a minimum and adhering to Nevada County’s Noise Ordinance.

Operations and Maintenance Process

The O&M services have yet to be finalized; however, typical processes include once or twice annual panel washing, visual equipment checking, MV transformer maintenance and inverter torque checking. These processes are very low impact with no loud electrical equipment with services taking place during usual business hours M-F 7am to 7pm.

Final O&M schedule will be determined by rainfall and impact to PV panel soiling and overall system performance. During dry periods there could be onsite O&M personnel as frequently as a few times per month in a given year.

Landscape Plan

The Ranch property PV system will have a visual landscape barrier planted along HWY 49 to minimize the visual impact of the ground mount 1.2MWp solar PV system.

The identified plant species is *Baccharis pilularis consanguinea*, also known as Coyote Brush. Coyote Brush is a native hedge to the region and blends in nicely to provide a natural looking aesthetic barrier and often used in northern California because of its drought tolerance, natural occurrence and ability to thrive along roadways.

Typical watering frequency is once per week until established then once per month or so during the first summer. Coyote Brush can mature within 1 to 2 years. At maturity the brush will be 6' to 8' in height and width.

Water for the first year of the Coyote Brush will be provided by onsite treated water. Automatic drip irrigation will be installed to ensure plant establishment.

Figure 1: PV Array Located at 16782 HWY 49, Nevada City, CA 95959

Figure 2 *Baccharis pilularis consanguinea*, Coyote Brush

