

(Rev 6-12-2017)

City of Sparks, Nevada

Impact Fee Service Area No. 1

**EXHIBIT B TO IMPACT FEE AGREEMENT #30
RESERVATION AGREEMENT**

Owner: DR Horton, Inc.

Development: Kiley Ranch North Phase 7 Village 9

Impact Fee Agreement: Pursuant to § 4.01 of an Impact Fee Agreement between the City of Sparks, Nevada and Owner with respect to the above described Development, for purposes of planning and comparing to the assumptions contained in the CIP (and not as a binding representation or agreement), the Development is part of the overall development plan for Impact Fee Service Area #1.

Comparison to CIP availability of facilities: The current Capital Improvements Plan (CIP), adopted May 29, 2018, estimates the total development units at build out in Service Area Number 1 at 26,541 based on an analysis of the Master Plan. The sewer, flood control, parks, and Fire station infrastructure projects identified in the CIP were designed to accommodate the estimated number of development units. With this agreement, the cumulative number of development units per all agreements will be 12,529 leaving capacity at a net 14,012 development units, leaving ample capacity for the project contemplated in this agreement.

Reservation for future development: The capacities described in the CIP for each type of infrastructure facility described therein, are hereby reserved for the use of future development, including the project contemplated in this agreement, consistent with the allocation of fees established in the CIP, it being understood, however, that the term “for the use of future development” includes satisfying the impact that future development has on a city-wide demand for public facilities. Once the infrastructure facilities described in the CIP are built and dedicated to the City in public trust and their operations and maintenance become financed by equalized property taxes and other public funds which must be expended for the general welfare of the City of Sparks, Nevada, the reserved use become nonexclusive.