Potential Impacts Suggested by Members of the DCOAG

1. Health – Hypertension, stress, psychological, respiratory, etc.

- a. Volume, frequency and duration of noise from equipment, generators, other industrial activities
- b. Dust generated from construction activity
- c. Air pollution from generators
- d. Drinking water- heavy metal, fuel, other toxic spills, pathogens going into reservoir
- e. Electromagnetic radiation from power lines and infrastructure
- f. Vulnerable populations (children, elderly, lower-income)
- g. Light pollution

2. Real estate value

- a. Residential property (noise, aesthetics, viewshed, etc.)
- b. Residential damage
 - i. Vibration (from blasting)
 - ii. Dust
- c. Noise sensitive uses (e.g., shopping centers, movie theatres)

3. Compounding from concentration

4. Public facilities

- a. Schools
- b. Churches
- c. Fire Stations
- d. Parks and Recreation facilities
- e. Hospitals
- f. Police Stations

5. County tax revenue and expenditures

- a. Methodology to arrive at the equation
- b. Residential tax burden

6. Traffic and comparison to other uses

- a. Construction
- b. New roads
- c. Concentration
- d. Relative vehicle trips per day

7. Plant species and wildlife species

- a. Survivability-mating and breading
- b. Economic component
- c. Develop an assessment methodology on threatened and endangered species at Federal and State level

8. Water availability and quality

- a. Usage of water for cooling
- b. Usage of groundwater vs public potable water/sewer
- c. Stormwater runoff

9. Economic growth

- a. Ancillary businesses
- b. Supply chain
- c. Jobs (construction and operation)
- d. Tourism
- e. Alternative uses

10. County Government Services-services provided

- a. Fire and Rescue
- b. Police
- c. Health Department
- d. County Administration
- e. Public Schools

11. Local Power

- a. Reliability
- b. Availability

c. Carbon footprint

12. <u>Decommissioning/Recommissioning</u>

- a. Storage Tanks-non water
- b. Clean up
- c. Site stabilization
- d. Refurbishment
- e. Adaptive reuse

13. <u>Cultural Resources</u>

- a. Cemeteries/Graves
- b. Historic structures
- c. Historic landscapes
- d. Access
- e. Coordination with national/state register stakeholders, and requirements to follow standards