



STATE SURFACE LAND USE FEE SCHEDULE

APPLICATION, REVIEW, MONITORING AND USE FEES

	LEVEL OF USE					FEES
	INCIDENTAL USE, LIMITED USE, OR COVERED USE ¹	LOW INTENSITY	MEDIUM INTENSITY	HIGH INTENSITY	VERY HIGH INTENSITY	
APPLICATION SCORE	8-16	17-30	31-40	41-50	51-60	
INITIAL APPLICATION FEE ⁵	No Fee or \$50	No Fee or \$50	\$50	\$50	\$50	\$ _____
REVIEW FEE ^{2, 4}	0 to \$100	\$50 to \$200	Minimum \$100	Minimum \$200	Minimum \$200	\$ _____
MONITORING FEE ^{2, 5}	0 to \$100	0 to \$400	Minimum \$100	Minimum \$200	Minimum \$200	\$ _____
USE OF LAND FEE ³	0 to \$100	\$100 to \$200	Minimum \$100	Minimum \$100	Minimum \$500	\$ _____
FEE RANGE	0 to \$350	\$150 to \$850	Minimum \$350	Minimum \$550	Minimum \$950	
TOTAL						\$ _____

¹ Incidental use, limited use, or covered use: Substantial other user fees have been collected (covered use). No fees shall be charged to a governmental unit, including school districts, in this use category (covered use). The minimum total user fees for closed fishing tournament applications/ permits is \$25. Otherwise, the minimum fee in this category is the \$50 application fee.

² Based on \$50 per hour or \$200 per half day of staff review or monitoring time. This includes travel costs, if applicable.

³ May also be determined by separate appraisal for medium, high, and very high intensity uses of land, and for long-term uses (leases or concessions).

⁴ Surface Use Lease and Concession Agreement assignment requests are subject to a minimum \$200 Application and Review Fee.

⁵ No application fee shall be charged to a governmental unit, including school districts, in the Low Intensity category. Surface Use Permits for Oil and Gas Well sites remain subject to a \$300 Application and Review Fee. An additional Monitoring Fee may also be added. Seismic Survey Permit requests are also subject to a minimum \$300 Application and Review Fee. An additional Monitoring and Use Fee may be charged.

Easement applications and Land Transaction applications are not covered by this Fee Schedule.