

# Amendment to Landfill Gas and Lease Agreement



February 27, 2024



#### Current JC Elliott Landfill Flare





Landfills are some of the largest emitters of green house gases and are highly regulated by the EPA. To meet EPA and TCEQ rules and regulations the landfill gas is burned with a flare at J.C. Elliot.

The ongoing maintenance costs for the landfill gas collection system are borne by the Solid Waste Disposal Budget.



## Landfill Gas to Energy



- Corpus Christi has a Gas and Lease Agreement with Corpus Christi Renewables (CCR) to process methane produced by the Cefe Valenzuela Landfill into pipeline quality gas.
- Gas sales generate revenue for the City in the form of royalties.
- The City realizes cost savings by foregoing future capital expenditures and ongoing maintenance costs, both assumed by CCR.



#### Landfill Gas and Lease Amendment Proposal



- Amends original contract to include approximately .69 acres of JC Elliott property for the installation of a primary gas treatment and transportation unit.
- Proposed equipment will remove H2S and dewater gas before transporting via pipeline to the existing plant at Cefe Valenzuela Landfill.
- JC Elliott gas will be metered into the Cefe RNG plant, treated to pipeline quality and sold into existing system.
- Royalties will be paid to the City as outlined in contract amendment.





# **Gas Pipeline**





- CCR will pay the City's gas department to install pipeline from JC Elliott to Cefe Valenzuela Landfill.
- The Gas Department will charge CCR an ongoing fee for operation of the pipeline.



## **Facility Location**





- CCR will construct the new facility at the same location as the current compressor and flare.
- The location is in the north corner of the Elliot
  Landfill with industrial neighbors.

## Staff Recommendations

Staff recommends approving the motion amending the land lease and the contract with Corpus Christi Renewables to design, build and operate a landfill gas to energy facility located at the JC Elliott Landfill.