# **Economic questions to consider during the rule development phase**

• Ecology's economists analyze economic impacts from proposed rules, permits, and other projects. We use real-world data, often collected directly from stakeholders, to comprehensively analyze and model economic costs and benefits from changes in environmental regulations in Washington. Please consider the following questions as you work with Ecology staff during rule development.

## How would the rule affect you?

- What would you need to change about the way you operate to comply with the proposed regulation?
- What specific sections in the regulation would affect costs or benefits?

#### What specific costs do you expect to incur as a result of the changes to the rule?

• Equipment, supplies, labor, professional services/contractors, administrative, and other costs

#### How could we achieve the rule's goals while using the following methods to mitigate compliance costs?

- Reducing substantive regulatory requirements
- Reducing recordkeeping, reporting, and/or inspections
- Phasing in requirements
- Reducing penalties or fees

## Are you a small business or local government?

- What problems do you encounter in complying with the rule changes specifically because you are a small business or local government?
- Can you provide examples (e.g., need to borrow to cover large up-front costs, lack internal staff and need to hire contractor, need to revise local ordinance, difficulty or lag in raising fees)?

# Who should you speak to about your economic concerns, questions, or ideas?

- You may reach out to our economics team at economics@ecy.wa.gov or Debebe Dererie, Ecology's Air Quality Program.
- You may be contacted by Sam Wilson of Ecology's economics team to provide both quantitative and qualitiative data for our economic analyses.
- You may submit a public comment during the official public comment period (Summer 2020).
- For more information: www.ecology.wa.gov/About-us/How-we-operate/Laws-rules-rulemaking/Economics-analyses

