



City of Cocoa Rain Barrel Program Eligibility Requirements:

1. **Rebates are available on a first come first served basis and are available only until the budgeted rebate funds for the current fiscal year (October 1, 2017 - September 30, 2018) are depleted. Cocoa does not guarantee a rebate if rebate monies have been depleted.**
2. Applicant must have a water account in his/her name and must be a City of Cocoa water customer.
3. The rain barrel must be installed at the property that receives a water bill from the City of Cocoa.
4. **A maximum of two rebates per address will be allowed during the lifetime of the program. A \$50.00 credit will be applied to the water account for each rain barrel installed for a maximum of 2.**
5. The rain barrel must be made/purchased and installed in the **current fiscal year (October 1, 2017- September 30, 2018)**. You must provide receipts and UPC bar codes for all items.
6. It is the customer's responsibility to ensure proper installation. Cocoa does not recommend any brand or manufacture of rain barrel. Prior to purchase **it is recommended you get estimates for the installation cost.**
7. **Upon receipt and review of the completed rebate form, original receipt and UPC bar code for each rebate, if approved, a credit will be applied to the water account that is on this application. Applications will not be processed if they are incomplete or Inspections have not been completed.**
8. **The customer is responsible for calling and setting up an appointment so that the rain barrel can be inspected by the Water Conservation Officer, Monday – Friday – 8:30 am – 4:30 pm.**

Obtain rebate application packets online at <http://www.cocoafl.org/conservation>, by calling 433-8705, emailing ddowns@cocoafl.org or pick up a package at Cocoa City Hall in the magazine rack.

Mail rebate application form, original receipt, and UPC bar code for each rebate to:

Water Conservation Officer - Rain Barrel Rebate Program
City of Cocoa Utilities Department
351 Shearer Blvd.
Cocoa, FL 32922