

SCORING MATRIX DCFC

Major Category/Criterion	Category Weight	Rating Criteria
Price	15%	
Total cost of installation including utility and customer side of the meter	100%	Cost shall be scored as a ratio to the lowest total cost. The lowest total cost shall be scored as a 3.
Weighted Category Score	100%	
Grid Impacts	20%	
Impacts to the grid anticipated with the installation of EVSE	100%	Near distribution capacity and on a circuit with capacity for 2 x full load Near sub and on a circuit with capacity for full load Distant sub and long circuit with capacity for full load Limited Capacity during peak loads
Weighted Category Score	100%	
Placement	10%	
Equity	50%	Located in low income area Located at minority owned business Located at publicly owned (i.e. parks, schools, city) Other locations
Location Targets	50%	Convenience Stores w/amenities Along major travel corridors Restuarants, Retail, Grocery Other long-dwell (2-10 hour) locations
Weighted Category Score	100%	
Usage Probability	20%	
Overall usage probability by traffic count	100%	Usage probability shall be scored as a ratio to the highest total traffic count. The highest total count shall be scored as a 3. (culture)
Weighted Category Score	100%	
Host Green Initiatives	5%	
Score based on overall host green initiatives	100%	Robust environmental and sustainability actions implemented Robust environmental and sustainability plan Early stages of developing plan and/or targets No plan
Weighted Category Score	100%	
Site Amenities	10%	
Security - including lighting, cell coverage, WiFi, business hours of operation	50%	Security shall be scored as a ratio to the highest total overall count of site security. The highest total count shall be scored as a 3.
Amenities - including restroom, food, tourist area	50%	Amenities shall be scored as a ratio to the highest total overall count of site amenities. The highest total count shall be scored as a 3.
Weighted Category Score	100%	
Grid Resiliency	20%	
Grid is ability to provide transportation support even during large outage events	100%	Switching options between 2 or more nearby dis. System redun. w/ Capacity Switching options between 2 or more nearby subs Switching options for at least one more circuit on same sub. Can only be served by one circuit.
Weighted Category Score	100%	
Total Composite Score	100%	