

Benchmarking Compliance Checklist

This Compliance Checklist is a quick guide to get you started with benchmarking your building. Please visit the **San Diego Energy Benchmarking Website** for instructional videos and other resources: <u>www.sandiego.gov/benchmark</u>.

1. Determine Applicability – Suggested Completion Date: March 20				
Refer to benchmarking website to determine if you are required to report.	• Refer to "What's Covered?" page on <u>sandiego.gov/benchmark</u>			
If applicable, submit an exemption request.	 Click 'Request an Exemption' on "What's Covered?" page of <u>sandiego.gov/benchmark</u> If an extension is granted, proceed with Steps 2 and 3, but do not include any energy data 			

2. Prepare Your Report – Suggested Completion Date: April 24			
Create a Portfolio Manager account	 You may use existing Portfolio Manager accounts and property(ies), if they exist Visit <u>https://portfoliomanager.energystar.gov/pm/signup</u> 		
Set up your property in Portfolio Manager. If one already exists, confirm use details are up to date.	 Refer to video Modules 1 and 2 on "Submit Data" page at <u>sandiego.gov/benchmark</u> Required information for various property types is available at: <u>https://portfoliomanager.energystar.gov/pm/dataCollectionWorksheet</u> Enter your property information 		
Compile energy data from calendar year 2019.	 Refer to video Modules 3 and 4 on "Submit Data" page at <u>sandiego.gov/benchmark</u> Log into SDG&E's Benchmarking Portal to request whole-building data for the previous calendar year: <u>sdge.com/benchmarking</u> Enter your December 2018 bill if you are not billed by calendar month. 		

3. Report to the City – Required Completion Date: June 1			
	Run the Data Quality Checker prior to submission	 Refer to video Module 5 on "Submit Data" page at <u>sandiego.gov/benchmark</u> Fix any errors prior to proceeding with your report. 	
	Submit the report to the City through Portfolio Manager	• Click on the current reporting link on "Submit Data" page at <u>sandiego.gov/benchmark</u> .	