Public Information Requests Fee Schedule (All fees rounded to the nearest 50 cents. Fees may be subject to change in the event of errors or omissions) All fees subject to HST where applicable		Effective May 1, 2024 to April 30, 2025		Effective May 1, 2025	
Design Submissions ¹	Fee Type		Fee		Fee
Elevating/Amusement/Ski Devices	Per Device	\$	84.00	\$	87.00
Boilers/Pressure Vessels	Per CRN	\$	52.50	\$	54.50
Fuels Field Approval/Variance Design	Per Design	\$	52.50	\$	54.50
Incident Reports	Fee Type		Fee		Fee
Elevating/Amusement/Ski Devices	Per Incident	\$	84.00	\$	87.00
Boilers/Pressure Vessels	Per Incident	\$	52.50	\$	54.50
Fuels Safety	Per Incident	\$	52.50	\$	54.50
Record/No Record Letter - By Program	Fee Type		Fee		Fee
Elevating/Amusement/Ski Device Search ² Record/No Record Letter	Per Device	\$	42.00	\$	43.50
Boiler/Pressure Vessel Search Record/No Record Letter	Per Location	\$	52.50	\$	54.50
Fuels Safety Archival Search ³ Record/No Record Letter	Per Location	\$	52.50	\$	54.50
Manufacturer's Data Report (MDR)	Fee Type		Fee		Fee
Boiler/Pressure Vessel MDRs	Per OIN/Serial #	\$	52.50	\$	54.50
Bulk/Aggregate Data	Fee Type		Fee		Fee
Research and/or review of documents for disclosure. Computer costs (programming, consulting, researching)	Per Hour	\$	126.00	\$	130.50
	(Min 1 hour)				
Multiple Records	Fee Type		Fee		Fee
Researching and compiling information (consulting with other staff & sources) for more than one address or multiple record	Per Hour	\$	126.00	\$	130.50
types. Each inquiry will be evaluated independently	(Min 1 Hour)				
Other	Fee Type		Fee		Fee
Written/hard copy confirmation of licensing, certification, registration	Per Item	\$	52.50	\$	54.50
Notes:					
¹ Must be submitted with a Consent To Release Records found at https://www.tssa.org/consent-release-records.					
² This search will provide you with the most recent periodic inspection report if any devices exist at the location.					
³ The archival search includes all historical public information for the address requested.					

Version 1.2