

State of Maine

DEPARTMENT OF PUBLIC SAFETY

UNIFORM FREEDOM OF ACCESS ACT FEE SCHEDULE

ITEM	FEE
Paper documents (for example, paper copies of incident reports, notes, memoranda, e-mails, etc.)	Incremental fee of ten dollars (\$10.00) per every twenty-five (25) pages: <ul style="list-style-type: none"> ▪ 1 to 25 pages: \$10.00 ▪ 26 to 50 pages: \$20.00 ▪ 51 to 75 pages: \$30.00... etc.
Photographs <ul style="list-style-type: none"> ▪ 4" x 6" photos provided from 35mm film only ▪ 8½" x 11" prints made from digital photos ▪ Digital photos on CD ROM 	<ul style="list-style-type: none"> ▪ \$2.00 each ▪ \$2.00 each ▪ \$6.00 each <p>No fee is to be charged if digital photos are being provided to a defense attorney or prosecuting authority for purposes of discovery in the context of a pending criminal case.</p>
Forensic maps <ul style="list-style-type: none"> ▪ 8½" x 11" black and white / color map ▪ Color/e-mailed ▪ 33" x 44" plotter size map 	<ul style="list-style-type: none"> ▪ \$15.00 each / \$15.00 each ▪ \$15.00 each ▪ \$35.00 each
CDs DVDs	<ul style="list-style-type: none"> ▪ \$6.00 each ▪ \$6.00 each
Staff time dedicated to searching for, retrieving, and compiling any type of requested records	<p>"The agency or official may charge a fee to cover the actual cost of searching for, retrieving and compiling the requested public record of not more than \$15 per hour after the first [free] hour of staff time per request. Compiling the public record includes reviewing and redacting confidential information." (1 MRSA § 408-A(8)(B))</p>

NOTES

- The fees provided in this schedule supersede any and all fees provided in current Department of Public Safety policies.
- Fees for types of records that are not considered in this schedule are to be reasonable and determined on a case-by-case basis.
- The Department of Public Safety may make reasonable deviations from this fee schedule at any time.
- Payment of fees may be made with a check or money order made payable to, "Treasurer, State of Maine."

▪ New: 10/16/2013