

Genesee County Broadband Buildout Update
9/19/24

Genesee County executed a final agreement with Charter/Spectrum in early 2024 to connect a total of 716 address points throughout Genesee County that do not currently have high speed internet access. The contract calls for these address points to be connected within 24 months. This contract is being done in one single phase, with Charter/Spectrum progressing in the most efficient manner possible to minimize costs. The contract calls for over 80% of the cable being installed to be fiber vs coaxial, but there are some areas that coaxial could not be avoided without incurring substantial cost increases.

The entire project is costing in excess of \$8 million, with Charter/Spectrum contributing approximately \$2 million, the County utilizing approximately \$2 million in ARPA funds, approximately \$200,000 in NYS Shared Services funding and the remaining balance coming from County reserves.

Genesee County has partnered with Genesee Region Finger Lakes Regional Planning Council (GFLRPC) to monitor the implementation by Charter/Spectrum to ensure all 716 address points are added and that the fiber is being used where planned.

As of today, 660 address points are at the make ready stage, which is basically permitting and design, 2 address points are in construction (in Pavilion) and 54 address points have been connected (in 8 different Towns).

If a Town gets questioned by a resident if their home is getting connected they can reach out Vicky Muckle in the Manager's Office to verify the address point: Vicky.Muckle@genesee.ny.gov or (585) 344-2550 x2204. When this project is complete 99.99% of address points in Genesee County should have access to high speed internet so no one should be left out.

Passing's Status

Towns	Make Ready	Construction	Activated
Alabama	32	0	1
Elba	35	0	1
Pembroke	51	0	35
Oakfield	27	0	0
Stafford	67	0	0
Byron	2	0	1
Bethany	67	0	2
Darien	79	0	0
Alexander	132	0	0
Le Roy	44	0	5
Pavilion	37	2	2
Batavia	69	0	0
Bergen	18	0	7
Totals	660	2	54

