

**Did you know?**

The electronic conflict-check process connects your team and your project on one secure platform:

- Large-file-size limits
- Real-time updates
- Online training materials
- Simplified reporting

Streamline your conflict-check process



Simplify, save and speed up turnaround times

SDG&E® now uses a digital platform to manage conflict-check requests for municipal capital improvement projects. Submit plans electronically and receive updates all in one place.

This digital process helps municipalities collaborate more efficiently with SDG&E, reduce paperwork and improve communication throughout the project lifecycle.

Benefits at a glance

Quick and easy submissions

Submit requests anytime using a simple online form; no printing, mailing or lost documents.

Improved transparency

Real-time notifications and a centralized activity log keep your team informed.

Accurate, up-to-date info

Access the latest project details 24/7 in one secure location.

One platform, many advantages

- Secure file uploads with large-file-size limits
- Real-time updates and notifications
- Online training resources
- Easier reporting and tracking



To learn more visit
sdge.com/MyProjectCenter

General process flow



PROCESS & SUPPORT

Working with SDG&E on relocation projects

Some municipal capital improvement projects may require SDG&E to relocate existing gas and electric facilities. Please submit all project plan sets through the digital platform. Our team will review and provide written feedback based on project complexity.

Municipal and My Project Center conflict checks can take 6 weeks to 6 months, depending on project scope and complexity.

Getting started is easy

New service requests are handled outside of the conflict-check process and are submitted via My Project Center at **sdge.com/MyProjectCenter**.

Visit the Training Center (under the Municipality section) for step-by-step instructions and support at **sdge.com/Project-Resources**.

For more information, visit **sdge.com/MyProjectCenter**.