

Legislation Text

File #: 2722, **Version:** 1

CC MEETING: July 12, 2016

DATE: July 6, 2016

TO: Leonard Martin, City Manager

FROM: Cesar J. Molina, Jr., P.E., Director of Engineering

Consider **Authorizing The City Manager To Approve Contract Amendment #1 With Bridgefarmer And Associates For Design Modifications For The Railroad Quiet Zone Phase II Project** In An Amount Of \$11,500.00, For A Revised Contract Amount Not To Exceed \$120,500.00.

BACKGROUND:

City Council authorized the original quiet zone engineering design contract on March 20, 2012. After the project went out for construction bids, the BNSF Railway required a crash barrier for their equipment on the Josey Lane median, which resulted in an unforeseen redesign effort. The barrier was later redesigned to compensate for BNSF placing their equipment in a location different than what the original design established. A retaining wall was also redesigned as a consequence of the rail equipment placement. The manufacturer's shop drawings for pedestrian safety hand-rails required significant review and design efforts. Other design modifications were undertaken by the consultant during construction to compensate for field conditions, which made a positive contribution to the overall timeline and quality of the project.

FINANCIAL IMPLICATIONS:

The original amount of the railroad quiet zone phase II engineering contract is \$109,000.00. The proposed amendment is for \$11,500.00 (a 10.5% increase). Funding is available in the Traffic Consolidated - Railroad Quiet Zone project account.

IMPACT ON COMMUNITY SUSTAINABILITY:

The project contributes to community sustainability by reducing train noise and increasing safety at multiple BNSF crossings in the city.

STAFF RECOMMENDATION/ACTION DESIRED:

Staff recommends City Council authorize the City Manager to execute amendment #1 for the railroad quiet zone phase II contract with Bridgefarmer and Associates in an amount of \$11,500, increasing the total cost to an amount not to exceed \$120,500.00.