



Legislation Details (With Text)

File #:	2020-0275	Status:	Approved
Type:	Resolution	In control:	City Council
File created:	9/4/2020	Final action:	10/8/2020
On agenda:	10/8/2020		
Title:	Consider a resolution authorizing the Mayor to execute Quantity Adjustment/Change Order No. 1 with Partners Remodeling, Waterproofing, and Restoration for the Clay Madsen Recreation Center Restroom Project.		
Sponsors:			
Indexes:	2017 General Obligation Bonds		
Code sections:			
Attachments:	1. Resolution, 2. Exhibit A, 3. Form 1295		

Date	Ver.	Action By	Action	Result
10/8/2020	1	City Council	approve	Pass

Consider a resolution authorizing the Mayor to execute Quantity Adjustment/Change Order No. 1 with Partners Remodeling, Waterproofing, and Restoration for the Clay Madsen Recreation Center Restroom Project.

This item will authorize the Mayor to execute a change order with Partners Remodeling, Restoration & Waterproofing for the CMRC Restroom Project. Although the electrical service provided with the CMRC Soccer Field project was designed to accommodate the future power needs of a prefab restroom, PARD ultimately purchased a different restroom, which will require a transformer to support. Irrigation for this area was originally included in the scope of another project, but had to be removed because the restroom had not been installed. Minor changes in the field required additional sidewalk and cast iron boots to meet ADA requirements. The length of the electrical conduit was less than included in the bid so the contractor issued a credit. The CMCR Soccer Field Project included developing the vacant land next to the Clay Madsen Recreation Center to provide two full-size soccer fields and additional parking. In order to better serve the customer, PARD purchased a prefabricated restroom facility.

The original contract value was \$42,516.75 and this change order pushes the total contract value over \$50,000, so it is required to be approved by Council.

Cost: \$9,475.00

Source of Funds: 2017 General Obligation Bonds