

STAFF REPORT



ITEM NO. 13
CITY OF OCEANSIDE

DATE: May 21, 2008

TO: Honorable Mayor and City Councilmembers

FROM: Development Services Department

SUBJECT: **AUTHORIZATION TO AWARD A CONTRACT IN THE AMOUNT OF \$700,465.55 TO GRINDLINE SKATEPARKS, INC., FOR THE OCEANSIDE SKATEPARK PROJECT - BISHOP AND MLK PARKS**

SYNOPSIS

Staff recommends that the City Council award a contract in the amount of \$700,465.55 to Grindline Skateparks, Inc., of Seattle, Washington, for the Oceanside Skatepark Project – Bishop and MLK Parks, and authorize the City Manager to execute the agreement upon receipt of all supporting documents.

BACKGROUND

The Oceanside skatepark system is unique, formally established in December of 2001, with the opening of the Temporary Downtown Skatepark. Since then, the Public Works CIP has built three more neighborhood skateparks expanding upon the original concept. On April 24, 2002, City Council approved a Skatepark Development Plan at a workshop, which outlined three neighborhood skateparks located at Joe Balderrama, John Landes and Libby Lake Parks. These skateparks were opened in June 2003.

During the summer of 2006, staff, in conjunction with the Youth Commission and the Parks and Recreation Commission Skatepark Ad Hoc Committees, completed the community outreach meetings soliciting input on proposed skatepark sites. Based on community input, staff, with support of the Skatepark Ad Hoc Committee, made the recommendation to develop smaller skateparks at Melba Bishop Park (Bishop Park), Martin Luther King Jr. Park (MLK Park) and the Alex and Foussat Road site (Alex Road), with the goal to provide a comprehensive skatepark as part of the El Corazon development.

On November 15, 2006, City Council approved the site selection for the development of neighborhood-based skateparks at Bishop, MLK, and the Alex Road site.

On April 4, 2007, City Council approved a professional services agreement with Grindline Skateparks, Inc., for the design of Bishop Park, MLK Park, and the Alex Road site. On February 20, 2008, City Council approved plans and specifications for Oceanside Skateparks Project - Bishop and MLK Parks.

ANALYSIS

Bids were publicly opened on April 22, 2008, with a construction estimate of \$732,407.24. Two contractors submitted bids; the bids are listed on Attachment 1. The lowest responsive bidder was Grindline Skateparks, Inc., of Seattle, Washington. Its credentials have been researched and are satisfactory. Construction is anticipated to begin in late June 2008 and be completed in fall 2008.

The Bishop Skatepark will be a concrete, street-orientated skatepark approximately 8,200 square feet in size. The project will also include a separate walkway from the existing parking lot, landscape and irrigation improvements. By enhancing landscaping and the use of mounding, the exterior skatepark surfaces will be hidden and will create natural separations between the park use areas. The intent of this is to integrate the skatepark into the property and reduce user conflict with nonskatepark users.

The MLK Skatepark involves construction of a concrete, flow-style skatepark that is approximately 6,300 square feet in size. The project includes a new walkway from the existing parking lot, landscape, irrigation, and drainage improvements. The central location of the skatepark uses the existing natural barriers and grade separations to reduce use conflicts and define the skatepark area. The MLK skatepark will use materials and finishes to complement the existing park theme and will include a decorative guardrail surrounding the below-grade bowl.

FISCAL IMPACT

The Oceanside Skatepark Project (598.845650) has a current balance of \$777,469, which is sufficient to complete the construction of the skateparks at Bishop and MLK Parks. The construction contract of \$700,465.55 with Grindline Skateparks, Inc., plus five percent contingency, construction support costs and project overhead will result in a total construction project cost of \$769,465.55

Construction-phase project costs are budgeted as follows:

Direct Construction Costs

Bid Award Amount	\$700,465.55
5% Construction Change Order Contingency	<u>\$ 35,000.00</u>
Total Direct Construction	<u>\$735,465.55</u>

Construction Support Costs

Construction Staking and Surveying	\$15,000.00
Geotechnical Inspection	<u>\$ 5,000.00</u>
Total Construction Support	\$20,000.00

City Inspection and Administration	<u>\$14,000.00</u>
Total Project Construction Phase Cost	<u>\$769,465.55</u>

INSURANCE REQUIREMENTS

The City's standard insurance requirements will be provided for the construction contract.

COMMISSION OR COMMITTEE REPORT

The Skatepark Ad-Hoc Committee has endorsed the design and at the regularly scheduled meeting on October 11, 2007, the Park and Recreation Commission reviewed the project.

CITY ATTORNEY'S ANALYSIS

The bid documents were previously reviewed by the City Attorney and approved as to form. The contract must be awarded to the lowest responsible bidder. The Public Contract Code defines "responsible bidder" as a bidder who has demonstrated the attributes of trustworthiness as well as quality, fitness, capacity and experience to satisfactorily perform a public works contract. The City Council also has the discretion to reject all bids and re-advertise.

RECOMMENDATION

Staff recommends that the City Council award a contract in the amount of \$700,465.55 to Grindline Skateparks, Inc., of Seattle, Washington, for the Oceanside Skatepark Project - Bishop and MLK Parks, and authorize the City Manager to execute the agreement upon receipt of all supporting documents.

PREPARED BY:



Nathan R. Mertz
CIP Manager I
Parks Development Manager

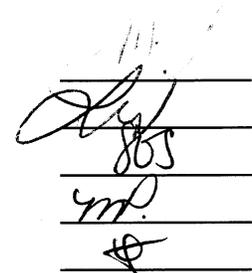
SUBMITTED BY:



Peter A. Weiss
City Manager

REVIEWED BY:

Michelle Skaggs Lawrence, Deputy City Manager
Lauren Wasserman, Interim Development Services Director
Scott O. Smith, City Engineer
Margery M. Pierce, Neighborhood Services Director
Teri Ferro, Financial Services Director



Attachment 1

1)	Grindline Skateparks, Inc.	\$700,465.55
2)	California Landscape & Design, Inc.	\$775,000.00