

**City of Bend
Local Contract Review Board Meeting
November 29, 2023**

The meeting of the City of Bend Local Contract Review Board was called to order at 3:30 p.m. on Wednesday, November 29, 2023, in the Board Room at City Hall, 710 NW Wall Street, as well as online.

1. Roll Call: Councilor Megan Perkins, Councilor Ariel Méndez, Councilor Mike Riley

2. Approve Minutes

Councilor Perkins moved to approve the September 8, 2023, minutes of the Local Contract Review Board. Councilor Riley seconded. Voice Vote – Councilors Perkins, Méndez, Riley Yes 3 No 0

3. Awbrey Butte Waterline Improvements Project Background

Senior Project Engineer Austin Somhegyi provided an overview of the agenda item and presented the following slides:

- Project Background
- Project Scope & Location
- Proposed GMP 2
- Overall Schedule
- Project Budget
- Questions

While explaining the steps of the project, it was stated that GMP 3 will be mostly Hydro. Councilor Perkins asked what disruptions are to be expected in GMP 2. Austin responded the disruptions would be significant, the largest on Shevlin Park Rd & Portland Ave. On both streets traffic restraints would be in place for both directions. Ryan Oster added that Cascade Natural Gas wants to lay a line while it goes in which will minimize impact in the future. Austin also added that the roads will be restored to look like a new roadway and they are highlighting this through the project. Councilor Riley asked what will the \$1 million GO BOND will get on Portland Ave. Garret Sabourin responded that there will be road improvements for traffic and bike safety. Eric King reiterated that there will be improvements for safety, but perhaps not all that are wanted. The group continued to discuss safety concerns for current and future projects.

4. Midtown Multimodal Connections and Streetscaping

EIPD Director Ryan Oster provided an overview of the agenda item and Principal Engineer Garrett Sabourin presented the following slides:

- Background
- Location and Scope

- Project Schedule
- Anticipated Council Check-In (PDB Contract)
- Cost
- Questions?

The group discussed if the IGA would need to be presented separately at the City Council meeting but was agreed to that it could be part of Garretts presentation on the project. Eric King noted that we will want to do as much prework on bridge design to help ensure ODOT builds what we want/need through the IGA. Elizabeth Oshel also stated the conversations with ODOT have been clear about the City handing over a design based off of needs and public feedback. Councilor Mendez asked if the IGA would specify what “administer” means and we can expect the City to still be heavily involved? Elizabeth replied, the specificity of the project will come in future amendments to the IGA. Right now, ODOT needs to start with a fairly boilerplate IGA that says they are delivering the project. Sharon Wojda asked if the IGA amendments will need to go through the City Council or will it be written in that Eric King will have authority to sign amendments? Elizabeth replied that it will depend, but there can also be City Council approval to authorize Eric King to approve amendments above \$100,000. Councilor Riley stated that once the concept of the bridge is ready to be handed over to ODOT, City Council should have the opportunity to weigh in again. Ryan added in that the refinement of the concept needs to be complete fairly quickly so the City can hand the concept over to ODOT. Councilor Perkins asked what format the concept be handed over in. Garrett responded that it will be 10% design, images similar to the feasibility study. Councilor Mendez asked how does it tie into a potential new City Hall? Eric responded it doesn’t matter what will be built near there, the area will be ready to retrofit any needs and connections. The group discussed the need to speak to Franklin and what is being addressed in that project and others, as well as how these projects connect to others within the City.

6. Adjourned at 4:32 p.m.

Respectfully Submitted,

Loni Brandjes
Procurement Assistant