



**TO:** Mayor Shaun Sipma  
Members of the City Council

**FROM:** John R. Zakian, DR Grant Program Manager & Chief Resilience Officer

**DATE:** July 8, 2019

**SUBJECT: APPROVE ROUND 1 DEMOLITION CONTRACT FINAL PAYMENT OF \$131,102.50 TO DIG IT UP BACKHOE SERVICE, INC.**

**I. RECOMMENDED ACTION**

Approve 2019 Round 1 Structure Demolition Contract final payment of \$131,102.50 to Dig It Up Backhoe Service, Inc.

**II. DEPARTMENT CONTACT PERSONS**

John R. Zakian, DR Program Manager & Chief Resilience Officer, 423-4528

**III. DESCRIPTION**

A. Background

In past years, the City issued one annual structural demolition award based on projected property acquisitions and resulting structural demolitions for flood control projects. In an effort to improve cost control and overall management of the demolition/site restoration process, for 2019 we are going to undertake several rounds of demolition RFPs based definitive need versus projected needed. Round 1 was the first of several bids to be issued in 2019 and its completion on a timely basis is evidence that this new methodology may prove to be prudent.

B. Proposed Project

Approval is requested by the City Council to issue a final payment to Dig It Up Backhoe Service, Inc. for Round 1 Demolition/Site Restoration contract in the amount of \$131,201.50.

**IV. IMPACT:**

A. Strategic Impact:

This contract included demolition of the initial set of acquired Zombie homes as well as structures acquired for flood control projects.

B. Service/Delivery Impact:

These bids also permit the city to continue the process of acquiring and clearing properties in support of flood control and mitigation projects, as well as removal of Zombie homes.

C. Fiscal Impact:

Spot Blight homes which are demolished will be funded from Allocation #1 demolition budget line and Involuntary Acquisition structure demolition will be funded from CDBG-DR budget line for demolitions.

**V. ALTERNATIVES**

N/A

**VI. TIME CONSTRAINTS**

N/A

**VII. LIST OF ATTACHMENTS**

A. Final payment invoice