



## Legislation Details (With Text)

<b>File #:</b>	16-233	<b>Version:</b>	1	<b>Name:</b>	
<b>Type:</b>	Consent Item	<b>Status:</b>		Passed	
<b>File created:</b>	5/23/2016	<b>In control:</b>		City Council/Public Finance and Economic Development Authority/Parking Authority/Successor Agency to the Redevelopment Agency	
<b>On agenda:</b>	6/20/2016	<b>Final action:</b>		6/20/2016	
<b>Title:</b>	SUBJECT: "B" Street Roadway Reconstruction - Memorandum of Understanding with the County of Merced for Project 116013				
	REPORT IN BRIEF Consider approving a Memorandum of Understanding (MOU) Storm Drain Basin Property Transfer with the County of Merced for the "B" Street Roadway Reconstruction Project 116013.				
	RECOMMENDATION City Council - Adopt a motion approving the Memorandum of Understanding (MOU) Storm Drain Basin Property Transfer between the City of Merced and the County of Merced; and, authorizing the City Manager to execute the necessary documents.				
<b>Sponsors:</b>	Joe Cardoso				
<b>Indexes:</b>					
<b>Code sections:</b>					
<b>Attachments:</b>	1. MOU with County Storm Drain.pdf				

Date	Ver.	Action By	Action	Result
6/20/2016	1	City Council/Public Finance and Economic Development Authority/Parking Authority/Successor Agency to the Redevelopment Agency	approved	Pass

*Report Prepared by: Joe Cardoso, P.L.S., Land Engineer*

**SUBJECT:** "B" Street Roadway Reconstruction - Memorandum of Understanding with the County of Merced for Project 116013

### REPORT IN BRIEF

Consider approving a Memorandum of Understanding (MOU) Storm Drain Basin Property Transfer with the County of Merced for the "B" Street Roadway Reconstruction Project 116013.

### RECOMMENDATION

**City Council** - Adopt a motion approving the Memorandum of Understanding (MOU) Storm Drain Basin Property Transfer between the City of Merced and the County of Merced; and, authorizing the City Manager to execute the necessary documents.

### ALTERNATIVES

1. Approve, as recommended by staff; or,

2. Approve, subject to other than recommended by staff; or,
3. Deny; or,
4. Refer to staff for reconsideration of specific items; or,
5. Continue to a future City Council meeting.

## **AUTHORITY**

Charter of the City of Merced, Section 200.

## **CITY COUNCIL PRIORITIES**

As provided for in the 2015-16 Adopted Budget.

## **DISCUSSION**

The City currently has a project to rehabilitate “B” Street between 13<sup>th</sup> Street and Childs Avenue. The project will include reconstructing the roadway, constructing sidewalks, installing street lights, replacing aged sewer and water mains, and adding a storm drain system.

As part of the project’s overall design, a detention facility is required to retain the storm water runoff for “B” Street. This critical component is essential to mitigate the existing drainage issues and to the preservation of the roadway once constructed. The City doesn’t currently have any storm drain pipes in this area and piping the storm water to Childs Avenue and “G” Street would be cost prohibitive.

The City contacted the property owner (County of Merced) of 1137 “B” Street for permission to use the existing storm drain basin on their property. Since the property is not currently being used by the County of Merced, they agreed to deed a portion of land for storm drain purposes to the City in exchange for improving the roadway, curb, gutter, sidewalk, and a storm drainage system. The City would have until June 30, 2019, to complete the improvements on “B” Street; however the MOU may be extended by an amendment by the City of Merced and County of Merced.

Staff respectfully requests that Council approve this MOU with the County of Merced. Without this basin, the City would need to acquire additional land for storm water storage or construct underground storage facilities in order to meet the Merced Irrigation District discharge requirements of 84 gallons per minute into their canals.

## **IMPACT ON CITY RESOURCES**

No appropriation of funds is needed.

## **ATTACHMENTS**

1. Memorandum of Understanding with the County of Merced