

RESOLUTION NUMBER R- 299283

ADOPTED ON JUN 07 2004

A RESOLUTION APPROVING PLANS AND SPECIFICATIONS; AUTHORIZING ESTABLISHMENT OF PHASE FUNDING AND AWARD OF CONTRACT; AND TAKING RELATED ACTIONS.

BE IT RESOLVED, by the Council of the City of San Diego, as follows:

1. That the plans and specifications for the construction of a Grit Aeration System at the Point Loma Wastewater Treatment Plant [the Project] filed in the office of the City Clerk as Document No. W.O. 179844, are approved.

2. That, after advertising for bids in accordance with law, the City Manager is authorized to establish contract funding phases, to award a contract to, and execute a contract with, the lowest responsible and reliable bidder for the Project in an amount not to exceed \$2,167,500, provided that the City Auditor and Comptroller first furnishes one or more certificates certifying that the funds necessary for the Project under established contract funding phases are, or will be, on deposit with the City Treasurer.


3. That the expenditure of an amount not to exceed \$2,167,500, of which \$2,100,000 is from Fund 41508, CIP No. 45-943.0, Point Loma – Grit Processing Improvements Project for the purpose of providing funds for construction, construction management and related costs, and \$67,500 is from Fund 41508, CIP No. 46-501.0, Annual Allocation - Metro Pooled Contingency for the purpose of providing funds for Project contingency, is authorized to fund the Project provided that the City Auditor and Comptroller first furnishes one or more certificates certifying

that the funds necessary for expenditure under established contract funding phases are, or will be, on deposit with the City Treasurer.

4. That the City Auditor and Comptroller is authorized, upon advice from the administering department, to transfer excess budgeted funds, if any, to the appropriate reserves.

APPROVED: CASEY GWINN, City Attorney

By


James W. Lancaster
Deputy City Attorney

JWL:ca
05/18/04
Aud.Cert.: N/A
Or.Dept: MWWD
R-2004-1260