

REPORT TO CITY COUNCIL

To: Honorable Mayor and Members of the City Council

From: Grant Yates, City Manager

Prepared By: Remon Habib, City Engineer

Date: April 28, 2020

Subject: Professional Engineering Services to Provide Preliminary Design and

Environmental Clearance for the Murrieta Creek Multi-Use Trail Project

Recommendation

Approve and Authorize the City Manager to execute an Agreement for Professional Engineering Services in the amount of \$356,185.78 to Chen Ryan Associates, Inc., plus an additional 10% contingency, in final form as approved by City Attorney.

Background

The Agreement will authorize Chen Ryan Associates to start preliminary engineering and environmental studies for the Murrieta Creek Multi-Use Trail. The project will provide for determination of a preferred trail alignment and CEQA documentation.

The Murrieta Creek Trail is a multi-jurisdiction, active transportation trail that is consistent with the city's active transportation plan. It is also consistent with the East Lake specific plan adopted by the City in 2017. The proposed Murrieta Multi-Use Trail extends between Palomar Street and the Lake Levee Trail.

Discussion

Chen Ryan Associates will provide engineering services necessary for CEQA documentation and preferred trail alignment connecting from the Palomar Trail to the Lake Levee Trail. The engineering services will include preliminary engineering such as alignment analysis, grading, lighting and wayfinding, topographic survey and mapping, drainage study, right-of-way impact analysis, and grading. The scope of services also includes Community Outreach Plan that includes virtual outreach events, social and media engagement for community participation, and language translation needs.

Fiscal Impact

Professional Engineering Services Agreement will result into a cost of \$356,185.78 plus an additional 10% in contingency. This work will be funded through the Active Transportation Program (ATP Cycle 4).

Exhibits

A – Agreement

B – Proposal

C – Trail Location Map