

UPDATE ON RIM CANAL DREDGING PROJECT

On Wednesday City Council again discussed the proposed project as part of their budget discussion. The outcome was an agreement to leave the project in the long term plan, but delay increasing the assessment until FY 2017 instead of starting in 2016. The original plan anticipated taking one year to obtain permits (2016) and actually do the work in 2017. That part has not changed. The decision to delay the assessment does not affect the proposed timeline. City staff is predicting one year to obtain permits from the state (Alligator Creek has taken 2 so far). That will make it summer of 2016 at best when we get permit. The competitive quoting and contract award will take about 3 months (for this size project City will give responders 60 to 90 days to quote. That will then be Sept. or Oct. of 2017, Fiscal 2017 starts October; so the work can begin then as well as the assessment. Doing the work in 2017 has always been in the plan and still is. What City Council asked the Canal Advisory Committee to do is to socialize the project more widely, specifically hold additional public meeting(s) during season so our seasonal residents will be informed before the assessment starts.

The following was provided by City Manager Kunik. He is including this in his weekly report:

- Council deferred an increase of \$120 in the annual BSI canal maintenance assessment for the proposed rim canal dredging project until FY 2017, in order for the Canal Advisory Committee to conduct further public information meetings when the seasonal residents return. The permitting phase for the project (estimated to be \$10,000 or less) will begin immediately, since it could take up to one year for completion. Therefore, the timeline for the project hasn't really changed. What is most important is that Council's strategic objective of transparency is being met through these additional public information meetings, while also realizing the Canal Advisory Committee objective to undertake the perimeter canal dredging project.

Gary Brewster

