Walnut Lane Update
September 14, 2021

Presenting: Kaitlin Myers, Senior Project Manager
Summary of Presentation

• Staff Updates
  • Property Management Efforts
  • Financial Model & Sales Tax Revenue Bond
  • indieDwell & Phase 1

• Discussion and Direction: Next Steps Forward
Property Management Efforts

• Staff Changes

• Most common items
  • Water leaks/repairs – roofs, plumbing systems
  • Repair/replace furnaces (winter) and swamp coolers (summer)
  • Weeds, trash, pest cleanup

• Major Changes (General)
  • Triassic removed trees
  • Got titles for 3(?) abandoned cars & 3 trailers to be removed; will be demo’d soon
  • Provided temporary, emergency housing for MVMC client in temporarily vacant trailer
  • Moved tenant into temporary accommodations, currently renovating existing trailer for them to relocate

• Major Changes (Phase 1 Prep)
  • Moved power line and trailer for driveway access
  • Relocated tenants in Phase 1 location into another trailer elsewhere on site
• Winterize swamp coolers, check furnaces in October

• Budget for proactive repairs
  • Investigate opportunities to purchase used units in town to replace WL units (6 possible)
  • Perform inventory of trailers to provide more substantial repairs
Budgetary Updates

[Separate Materials]
indieDwell Update

• indieDwell response to Notice of Default on July 29
• City response to indieDwell on September 2
Decision 2

indieDwell has until August 2 to cure.

Do we issue notice?

- No, we press pause and stay the course to see if they can perform within the next year.

- Yes, we issue because of performance and cost issues.

  - indieDwell cures, and we proceed forward
  - indieDwell cannot cure
Decision 2
(per response on 9/2)

Do we issue notice?

- No, we press pause and stay the course to see if they can perform within the next year.
- Yes, we issue because of performance and cost issues.

IndieDwell cures, and we proceed forward
- Despite not curing, City continues to work with indieDwell anyway

IndieDwell cannot cure
- City determines they did not cure, and the contract ends due to contractor default

Staff Action
Decision 3

- indieDwell cannot cure
  - Despite not curing, City continues to work with indieDwell anyway
  - City determines they did not cure, and the contract ends due to contractor default
    - City finds a new builder for duplexes (redesign current plans)
      - City abandons duplexes, finds new phase 1 builder (back to bid list or new RFP)
      - City abandons master plan and creates new redevelopment plan

Staff Recommendation
City finds a new builder for duplexes (redesign current plans)

Design-Bid-Build

Design-Build

Note: The City may use either method to proceed with the project, regardless of Decision 3 selection, but staff recommends proceeding with current duplex plans to save time and money.
**DESIGN-BUILD**

Design-build projects bundle designers and developers in the same contract. Project phases happen simultaneously.

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**DESIGN-BID-BUILD**

Design-bid-build projects contract designers and builders independently. Project phases are defined and happen sequentially.

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**TEAM**

- **Owner**
  - Design-Building
    - Designer
    - Consultant
    - Subcontractor

- **Owner**
  - Architect
    - Consultant
    - Subcontractor
  - Builder

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**TIMELINE**

- **Select Design-Build**
- **Preliminary Design**
- **Final Design**
- **Construction**
  - Cost Determined

- **Select Architect**
- **Preliminary Design**
- **Final Design**
- **Estimate**
- **Bid**
- **Construction**
  - Cost Determined

Source: Automated Systems Design, Inc
### Design-Build

**Pros**
- Faster Timeline
- Consistent Budget
- Owner Reduced Risk
- Quality of Work
- Streamlined Communication

**Cons**
- Harder to Price Shop
- No Competitive Bid
- Locked-In Contract
- Less Creativity

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<th>Design-Build</th>
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<th>Faster Timeline</th>
<th>Lower Prices</th>
<th>Lower Risk of Issues</th>
<th>Quality of Deliverables</th>
<th>More Creativity</th>
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### Design-Bid-Build

**Pros**
- More Architect Involvement
- Competitive Bids
- Distinct Roles
- More Control

**Cons**
- Extended Timeline
- Late to Define Budget
- Team Conflicts
- Lack of Product Logistics Insight
- More Change Orders

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