GRINDLINE

SKATEPARKS, INC.

Request for Proposal -

City of Grass Valley - Condon Park Skatepark
Project Design - Build Project No. 23-10.

GRINDLINE
SKATEPARKS, INC.
CA Contractors License #910106 "A" General Engineering

Zac Quentmeyer
Grass Valley City Hall
City of Grass Valley, Engineering Division
125 East Main Street
Grass Valley, CA 95945

City of Grass Valley - Condon Park Skatepark Project Design - Build Project No. 23-10.

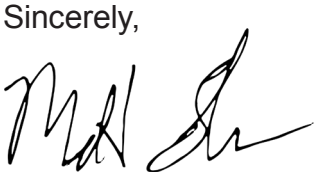
Dear Zac Quentmeyer,

Grindline will manage this project as the Prime Design-Build Entity to provide a single point of contact throughout the life of this project and we will leverage our existing relationship with Rick Engineering for Civil Design/Engineering of Record, for the project. Rick's local staff has the necessary skills and qualifications required to support and compliment Grindline in providing a successful project for the City. We have previously worked together as a team in Anaheim, Vista, Lake Elsinore, San Juan Capistrano, and are currently working on a project in San Buenaventura.

It is our understanding that the City of Grass Valley is motivated to design a state-of-the-art skatepark utilizing the latest skate park design principles. We understand that the City if requesting two options for initial designs. Option #1 where we will evaluate the existing skatepark, and provide a plan to rehabilitate the existing skatepark and expand the footprint by approximately 5,000 square feet. Option #2 , the current skatepark is demolished and a new skatepark rebuilt in its footprint. We understand that in both options, the design should accommodate all ages, abilities, and skill levels. We use our "Ladder of Progression" to ensure this is accomplished. Not only should the design facilitate service to skateboards but for all desired wheeled users as well. We fully understand that the project should be a mix of transition and street style terrain, that include the mimicking of natural street-skating and skatepark environments, including ledges, pads, banks, rails, and other natural transitions as guided by the City and community.

Within our submission, you will find information about our team, previous project experience, and our design methodology. Our combination of world class skatepark design and knowledge make our team the best fit for your project. Collectively, we are enthusiastic about this project and the prospect of developing a skatepark that will meet the needs of the City, community and other stakeholders, serving as an active recreation destination for the youth and families of the community. Grindline has completely reviewed and understands and agrees to be bound by the requirements of this SOQ/RFP. As the CEO of Grindline Skateparks, I am authorized to represent the firm in any negotiations and sign any legally binding contracts for this project.

Sincerely,



Matt Fluegge
Chief Executive Officer
matt@grindline.com
GRINDLINE SKATEPARKS, INC.
4619 14th Ave SW, Seattle, WA 98106 | 206.932.6414 | inform@grindline.com

Our Company

GRINDLINE SKATEPARKS, INC.

Since 2002, the Grindline team has designed, sculpted, and skated millions of tons of concrete across the United States and around the World. Grindline has developed the full spectrum of skate terrain including street courses, bowl complexes, snake runs, pump tracks, hobbit trails, professional training facilities, skateable sculptures and all those features yet to be named. We translate the needs of local skaters into skatepark designs that will progress with them into the future. Our parks range in size from the largest skatepark in North America all the way down to a single skate obstacle. Regardless of square footage, skaters are riding our parks from dawn to dusk. We have designed and constructed over 300 skateparks to date, from Orcas Island in Washington State to the Holy Lands of Israel, giving us an intimate understanding of building community through skateboarding.

As a contractor specializing in concrete construction, we are highly aware of the effects from the growing amount of hardscape on the environment. On every job, Grindline incorporates green construction techniques such as:

- Recycled concrete for sub base materials
- Fly-ash in our concrete and shotcrete mixes
- On-site stormwater management
- Recycling of construction materials such as formwork and site spoils

Grindline has the appropriate financial and staffing resources to undertake a project of this scope and size. It is the normal means of business for Grindline to manage, design, and construct multiple projects at any given time such that each meets its specified objectives. Our office is staffed such that any given task can be performed on more than one project at any given time. Our multiple construction crews allow for us to construct multiple projects simultaneously. Our positive financial position includes a $250,000 revolving line of credit with a local commercial bank, surplus cash reserves held with a local bank, over $380,000 in positive working capital, a bonding program with an A+-rated Surety (Travelers) that supports $10,000,000 aggregate of projects with a $5,000,000 single project limit as well as revolving credit accounts with local and national material suppliers.

ROC City Skatepark - Rochester, NY

Our Philosphy


Star Skatepark - Star, ID

A successful skatepark is the result of an entire community coming together to work toward a common purpose. It's our responsibility to engage all interest groups throughout the development of their park and motivate them to work together. We aim to empower skate advocates and community groups by giving them the tools and knowledge they need to make informed decisions about their park. The development process relies on a commitment to collaboration and communication amongst stakeholders. We facilitate the exchange of ideas and information related to aesthetics, safety, crime prevention, as well as programming, and meld these "needs" and "wants" into a successful skatepark. Our principal design philosophy is based on our recognition that every community and project site is unique, requiring a skatepark design tailored to its location. To do so, our approach is based on four fundamentals:

- Open collaboration with the client and community through community involvement & public outreach
- Timeless Designs that appeal to all ages and skill levels
- Integration & Context
- Efficient Engineering, Sustainable Design and Budget Management

DESIGNING FOR DIFFERENT SKILL LEVELS

Grindline's designs offer a Ladder of Progression for skaters to incrementally develop their skills and advance their sport. The skatepark is more than a sum of all its individual elements, it is the overall experience of the park that brings end users back—day after day, week after week.

Beginner

Small and low street elements are among the most important to a balanced skatepark formula. These features can be can be equally enjoyed by skaters off all skill levels, but are especially fun for beginners.

Intermediate

Intermediate street elements and mellow transitional features are key to successful skatepark planning. These features are accessible to the majority of skateboarders, and therefore are in higher demand. For skaters working towards advanced street skills, we can include various stair sets and sizes for "step by step" development.

Advanced

Grindline is renowned for including bigger and more challenging transitions that encourage higher speeds and large airs that seasoned skateboarders desire. With endless flow, advance transitional and street features attract advanced users from near and far on a weekly basis. For advanced street skaters, the elements incrementally grow in size and difficulty that encourages their continued progression and growth.

Our Creativity

It is important that skateparks incorporate the feel of the local community in creative ways. Grindline has extensive experience of working with communities during the public outreach process to determine how to tie a skatepark in with the community through the use of historical, cultural, geographical, or other thematic elements. Below are some examples.

Natural Connections
Hana Skatepark
Hana, HI

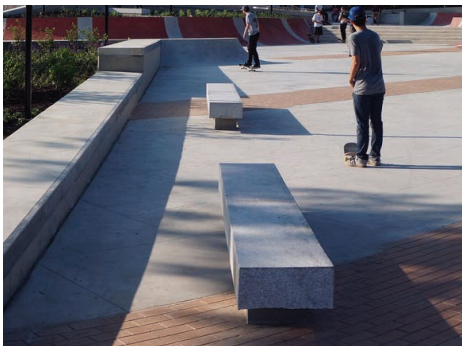
The community of Hana, Hawaii wanted the skatepark to reflect how important surfing is in the community and the volcanic nature of the Hawaiian Islands. Grindline came up with an organic flowing design with multiple volcanos centrally located. The organic flow reflects the local nature of surfing, while paying homage to the volcanic nature of the Hawaiian Islands.

Regional Context
A-Dog Memorial Park
Burlington, VT

Burlington's new skatepark features a skateable sail sculpture to tie in with Burlington's rich sailing history on adjacent Lake Champlain. It also features a manual pad that is shaped like the state of Vermont for a regional tie in.

Cultural Connections
S'klallam Tribe Skatepark
Port Gamble, WA

The place of the salmon in the S'klallam tribe's history and culture cannot be overstated. The five stair above set was painted to represent the scales of the salmon in order to honor it's presence in the lives of the members of the S'klallam tribe.



Historic Re-Use
Paine's Park Skatepark
Philadelphia, PA

Paine's Park in Philadelphia features recycled granite from both Love Park and City Hall, both of which were legendary skate spots in the late 90's and early 2000's. As the park is supposed to be the legal replacement for the skates's getting tired of getting kicked out of Love Park, we brought an existing skate spot back to life for the skateboarders of Philadelphia.

Multi- Purpose Features
McVicker Park Skatepark
Lake Elsinore, CA

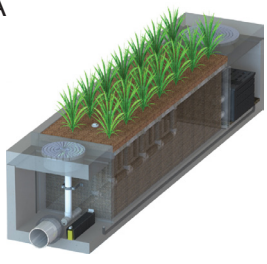
At McVicker Park, we created a unique seating/skating experience dubbed "Skatium Seating." There was an elevation change from the parking lot to the skatepark where the City wanted to build concrete bleechers for the event seating. By including transition at the end of each riser, we made the bleachers a unique entrance to the park when not being used for events.

Artist Connection
Tibbet's Valley Skatepark
Issaquah, WA

The Tibbet's Valley Skatepark worked with a local artist to create one of a kind art work for the features of the skatepark. Not only giving the skatepark a unique look, but also tyeing it directly into the local community.

Our Ability To Problem Solve

Just like every Grindline Skatepark, each designated project site is unique. Each distinctive construction site seems to come with at least one problem, sometimes completely unique to anything we have seen before. At Grindline we strive to identify these problems early in the design process, and turn them into opportunities to manifest, design, plan, and finally implement innovative solutions. The following list are just few examples of the problems we have come across, and the innovate solutions we have executed to mitigate them.

Location	Problem ✗	Solution ✓
Jamail Skatepark Houston, TX  	The site was located in Houston's Buffalo Bayour Park (a bayou converted to an urban park/greenway) which was susceptible to hurricane related flood events and also included unpredictable soil with potential for expansion when extremely saturated.	We worked with our structural, civil, and geotechnical sub consultants to design the skatepark bowls to both fill up with, and hold water during these events. This allowed the bowls to act as stormwater detention facilities during these events, while the weight of the water also acted as ballast to keep the bowls from lifting due to hydrostatic pressure from the expansive soils.
Volcom Brothers Skatepark Mammoth, CA 	Several large boulders (some being immovable) we unearthed during excavation of the skatepark. The boulders that were moveable would have been a costly unforeseen condition if they were to be removed from the site.	Grindline was able to implement some value engineering to the project by designing around the immoveable boulders, while even utilizing a portion of them as actual skateable elements. This quickly executed field change also provided an enhanced aesthetic, tying the skate facility in with its surrounding context.
Rhodes Skatepark Boise, ID 	A site located under a freeway overpass with bridge pillars scattered throughout the site, potentially requiring easements and impeding skateboarding circulation. Ownership/ Lease agreements for the site were held by three public agencies: Idaho Department of Transportation, Ada County Highway District, and City of Boise.	The Grindline design/build team worked with all 3 agencies to design and construct approved skateable features around the pillars, while accommodating required maintenance access routes, and without compromising the structural integrity of the pillars themselves. The shape and texture of the pillars themselves provided an opportunity for visual enhancements through the addition of LED accent lighting.
Vista Skateparks System Vista, CA 	The Vista contract required that 2 skateparks be constructed on two adjacent sites, with a required skatepark size that would take up nearly the entire site footprint, leaving very little area to accommodate Southern California's very strict on site water treatment requirements	Our team implemented innovative "Modular Wetlands" into both skatepark designs. These pre-cast concrete vaults allow storm water to be treated as required within a much smaller footprint and also self-irrigated some plantings on the project.

RICK
ENGINEERING COMPANY

Founded in 1955 in San Diego, RICK is an award-winning, multi-disciplinary planning, engineering, and design firm with a history of responding to complex infrastructure challenges throughout San Diego and the western United States. With a broad pool of technical talent and time-tested project management and quality-control protocols, RICK offers a full range of services from initial planning and project studies through final design and construction administration.

RICK has a diverse workforce of more than 350 professionals who collaborate and work seamlessly from offices in California, Arizona, Colorado, and Nevada. Regardless of location, clients have access to the RICK network of industry experts and concentrated project knowledge and best practices.

RICK fosters a close-knit, people-focused culture that yields an industry-high employee retention rate. Our employee longevity allows for long-term team continuity and familiarity with project requirements as well as related regulations, standards, and best practices. Over the past six and a half decades, RICK has built a reputation for providing a broad range of quality services based on a long-established understanding of its local communities and clients' needs.

We pride ourselves on growing with the times, staying true to our fundamentals, and evolving with technology paradigm shifts and sustainable design. At RICK, we leverage our legacy. Our deep roots in the communities where we work coupled with our reputation for quality work, professional integrity, technical innovation, and project collaboration drives project success.

With a broad range of seamlessly integrated design disciplines, RICK provides its clients a suite of services that is managed in-house to facilitate optimum project quality, efficiency, and delivery.

The RICK suite of services includes:

- Civil Engineering Design
- Transportation Planning and Engineering
- Traffic Planning and Engineering
- Water Resources Engineering
- Geographic Information Systems
- Urban Planning and Design
- Landscape Architecture
- Surveying, Mapping, and Photogrammetry

Key Personnel

Matt Fluegge

CEO, Principal in Charge - Grindline Skateparks, Inc. - ***20% to be assigned***.

As Grindline's CEO and Senior Project Manager, Matt has the authority and responsibility for the daily management of the project. He develops project scope and budgets, generates accurate cost estimates, oversees preparation of project documents, communicates with clients, and manages schedules. Matt has extensive interdisciplinary experience from leading design teams and working with architects, engineers, surveyors, and artists. Matt reviews and approves all project deliverables, attends site meetings, handles changes in the scope of contracts and gets final acceptance of the projects. Matt will be the primary contact for this project and his contact information can be found in the cover letter. **With Grindline since 2003.**

James Klinedinst

Senior Project Manager - Grindline Skateparks, Inc. - ***20% to be assigned***.

For this project James will provide cost estimating and QC of construction documents during design. During construction, he'll provide construction support for our onsite foreman and construction crews. James works closely with the design and construction crews to bring projects in on schedule and on budget, with the quality of craftsmanship that Grindline is famous for. He is a highly skilled AutoCAD and Rhino technician with extensive insight towards graphic and drafting multimedia. James is responsible for the preparation of Grindline's construction documents, taking the project from conceptual design to detailed construction bid documents. **With Grindline since 2005.**

Brett Johnson

Lead Skatepark Designer - Grindline Skateparks, Inc. - ***20% to be assigned***.

Brett Johnson initially joined the Grindline Team as an intern while in his 3rd year of Washington State University's Voiland College of Engineering and Architecture. With his degree in Civil Engineering and specialty in Structural Engineering, Brett brings highly valuable engineering knowledge to the world of skatepark design. Brett is one of Grindline's Skatepark Designers and AutoCAD Draftsmen. He applies his engineering focus on designing safe and economical skateparks for a changing environment and increases the efficiency in the use of skatepark construction materials. **With Grindline since 2020.**

Key Personnel

Rob Owen

Site Superintendent - Grindline Skateparks, Inc. - ***100% to be assigned***.

Rob spent his formative years in Milwaukee, growing up skating the legendary Turf Skatepark. This taste for concrete skate facilities manifested itself when he moved to Seattle in 1996, with Rob being a member of a core group responsible with the construction of the West Seattle Bowls, a private backyard pool which currently resides in Rob's backyard. After working on many of the most famous skateparks being built during the late 90's, Rob became a founding member of Grindline Skatepark in 2002. Rob combines his quarter century of skateboarding with 18 years of construction experience to come up with creative techniques and solution to modern skateparks. Whether it's unique over vertical structures or artistic uses of color and textures, Rob is constantly pushing the art and science of skateparks design and construction. **With Grindline since 2002.**

Dan Burk, PE

Principal Project Engineer - RICK Engineering Company - ***100% to be assigned***.

Dan Burk is a Principal Project Engineer at RICK's Orange County office. During the last 18 years at RICK, Dan has served as Project Engineer leading a staff of engineering designers and drafters in the preparation of preliminary and final construction documents for public and private clients, specifically in residential developments, roadway, highway, and commercial site improvements.

Patricia Trauth PLA, AICP, LEED AP

Principal - RICK Engineering Company - ***100% to be assigned***.

Patricia Trauth is an Principal at RICK and has more than 30 years of experience providing landscape architectural services to the southern California region. As a licensed landscape architect in California, a certified planner and a LEED accredited professional, she has planned and designed numerous public projects throughout the Los Angeles basin. Her projects have received awards from organizations including CMAA, ASCE, APWA, ULI, APA, ASLA, and NAVFAC. Throughout her career Patricia has been an active practitioner of sustainable design. She has been responsible for spearheading projects through LEED certification. Patricia is the Landscape Architect of record for a dozen projects at the San Diego International Airport and has shifted the airport's philosophy to embrace a regional, drought tolerant landscape.

McVicker Park Skatepark

Lake Elsinore, CA

"Forward Thinking and Timeless". The City of Lake Elsinore's project goal is a shared characteristic of Grindline. Throughout our history we have prided ourselves on leading the industry in innovation and "outside the box" thinking - traits applied to our design-build methods brought to Lake Elsinore for McVicker Skatepark's re-invention. **To truly think outside the box, sometimes you have to be willing to break the box.** We removed the slab in its entirety as well as eliminated the existing fence. With space opened up, we redefined the footprint of and expanded the park both horizontally and vertically. We blended transitional and technical street features based on public input, arranged desired features creating unlimited flow options and endless lines. And, in the end, the skatepark will once again be at the heart of the McVicker community recreation. The final product – the utmost EXTREME skatepark facility imaginable.

OWNER
City of Lake Elsinore, CA

GRINDLINE'S SCOPE
Skatepark Designer & Contractor

DESIGN
April – June 2018

CONSTRUCTION
July – December 2018

BUDGET
Design: $79,500
Construction: $680,000

SIZE
13,500 SQ FT

PROJECT TEAM
Matt Fluegge
Project Manager

Micah Shapiro
Lead Designer

Dave Palmer
Construction Manager

CONTACT
Johnathan O. Skinner, MPA
Director of Community Services
City of Lake Elsinore
(951) 674-3124, ext. 266
jskinner@Lake-Elsinore.org

Andy Macdonald at the Riverside Skatepark Grand Opening

Riverside Skatepark

Detroit, MI

Detroit's massive revitalization effort includes redevelopment of multiple parks along the east side of the Detroit River. Riverside Park is now a park and promenade extending along the city's three-mile riverfront, revitalizing a patchwork of abandoned factory sites and drawing residents and tourists back downtown. **The 21,000 sq ft skatepark at it's epicenter includes replicas of the Heart Plaza manual pad fashioned in the style of a Motown vinyl record and the Fort Street handrail**, a local iconic (yet illegal) street skating spot recently decommissioned by the installation of parking bollards.

OWNER
City of Detroit, MI

GRINDLINE'S SCOPE
Skatepark Designer & Contractor

DESIGN
February – August 2017

CONSTRUCTION
July 2018 – February 2019

BUDGET
Design: $22,350
Construction: $726,500

SIZE
21,000 SQ FT

PROJECT TEAM
Matt Fluegge
Project Manager

Micah Shapiro
Lead Designer

CONTACT
Tim Karl, LLA
Chief of Landscape Architecture
City of Detroit
(313) 224-3484
Email: tkarl@detroitmi.gov

Salida Skatepark

Salida, CO

OWNER
City of Salida, CO

GRINDLINE'S SCOPE
Skatepark Designer & Contractor

DESIGN
August 2020

CONSTRUCTION
November, 2020 - August 2022

BUDGET
Design: $81,122
Construction: $711,416

SIZE
14,700 SQ FT

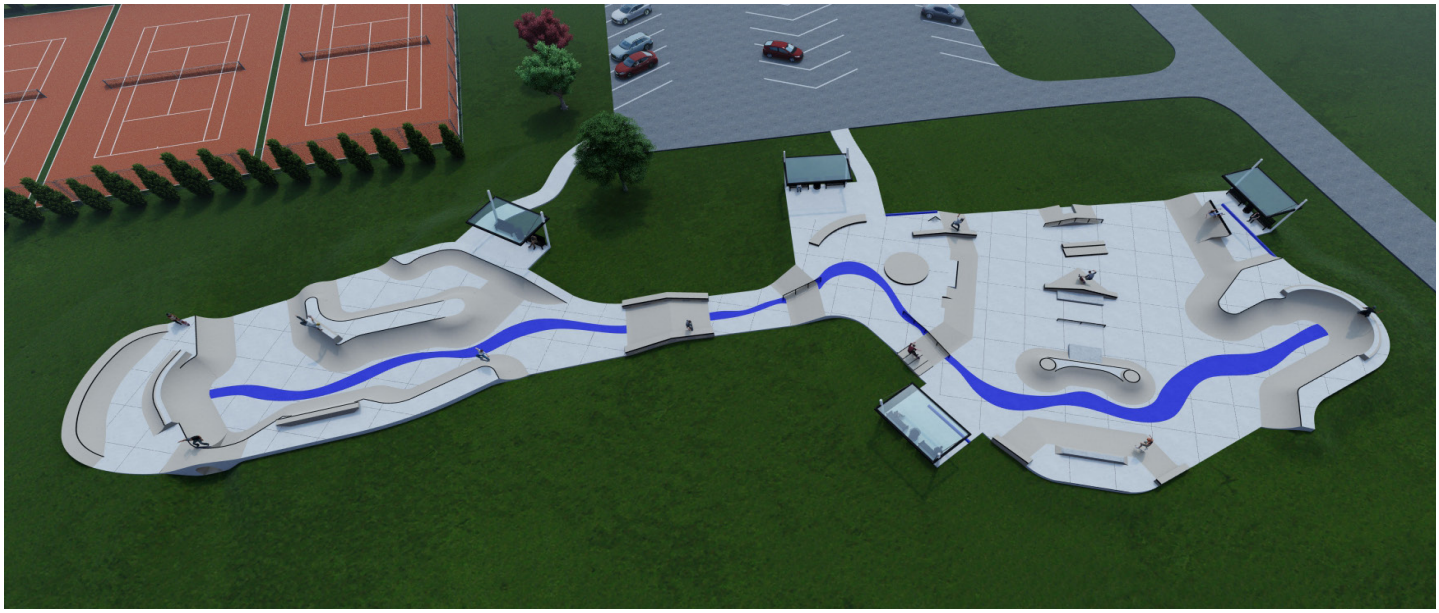
PROJECT TEAM
Matt Fluegge
Project Manager

Micah Shapiro
Lead Designer

Kevin Lane
Foreman

CONTACT
Mike 'Diesel' Post
Director of Parks and Recreation
719-966-9378
diesel.post@cityofsalida.co

The City of Salida in Partnership with Friends of Salida Skatepark (FOSS), a non-profit organization committed to making this project happen, requested Design/Build Proposals for a new skatepark located at the forefront of Centennial Park, which already hosted an indoor aquatic center, as well as several outdoor active use areas. Grindline was selected as the Design/Builder for the project based a qualification based selection criteria. The existing site conditions required that the skatepark footprint to meander through the park's existing mature trees, while carefully avoiding encroachment into any root system areas. The Grindline design team worked closely with both the City and FOSS to produce a skatepark with a variety of terrain as requested while utilizing the site context to design a park that appears as though it must have always been there. Additional aesthetic attention was given to the park by using an integral concrete color plan which reflected the Rocky Mountains, colored brick stamped banks, and even a heart shaped center island in one of the flow bowls to pay homage to the City's mantra, "Heart of the Rockies."



Manchester Skatepark

Manchester, VT

After 15 years of use and harsh Vermont winters the existing Manchester skatepark was severely dilapidated and in need of replacement. The Town of Manchester, together with the Manchester Skatepark Committee, decided to develop a world-class skatepark in Southern Vermont to replace the existing skatepark. The Town recieved $50,000 in matching funds, a donation of land, and a pledge to manage and maintain the park. Consensus was for a phased design with a total size of approximately 20,000 sq ft. The design was a collaborative effort with Grindline, Town Staff, Skatepark Committee members, and community members working together to toward the best possible design. Additional funding came in while Grindline was onsite constructing phase 1, and an additional 1,000 sq ft were added to construction phase of the project. The first phase of the project opened in Fall of 2019, and the addition opened in the spring of 2023.

OWNER
City of Manchester

GRINDLINE'S SCOPE
Skatepark Designer & Builder

DESIGN
July 2018 – May 2019

CONSTRUCTION
Phase 1 - June – September 2019
Phase 2 & 3 - Fall of 2022

BUDGET
Design - $29,500
Construction Phase 1 - $305,000
Construction Phase 2 & 3 - $649,000

SIZE
Design 16,000 sq ft phased skatepark
Phase 1 - 6,000 SQ FT
Phase 2 & 3 - 10,000 SQ FT

PROJECT TEAM
James Klinedinst
Project Manager

Micah Shapiro
Lead Designer

CONTACT
John P. O'Keefe
Town Manager
(802) 362-1313
j.okeefe@manchester-vt.gov

Molenaar Park Skatepark

Boise, ID

Through a competitive RFP process Grindline was selected as the most qualified design-builder to design and construct the 14,600 square foot skatepark in Molenaar Park. Located in Boise, this area has a high volume of skateboarders and other wheeled users due to the population and variety of Grindline parks in the area. The goal for this design was to create a more accessible facility to compliment Rhodes Skatepark just a few minutes away, which includes more advanced terrain and is often very busy due to its central location downtown, while also being very engaging for seasoned skaters, and especially for those who prefer street style features. Grindline worked with the Albertson Foundation (a local non-profit organization who funded the project), the City of Boise, and the Boise Skateboard Association in a team-based approach which aided to the success and popularity of the skatepark. The needs of the local community to where a major influence on the final outcome, along with our skilled team who seamlessly blended features into a cohesive design and within the context of the surrounding multi-use Molenaar park.

OWNER
City of Boise, ID.

GRINDLINE'S SCOPE
Skatepark Design & Construction

DESIGN
April - August 2023

CONSTRUCTION
September - June 2023

BUDGET
Design: $85,512.00
Construction: $914,488.00

SIZE
14,600 SQ FT

PROJECT TEAM
Matt Fluegge
Project Manager

Brett Johnson
Lead Designer

Dave Palmer
Skatepark Superintendent

CONTACT
Darren Howard
dhoward@alscott.com
208.424.3859

Past & Current Projects

KEY | *Design* ***Design/Build*** **Build** *Maintenance

2023
Allegany, NY
Vashon Island, WA Phase 2
Cle Elum, WA
*Orcas Island, WA
Chehalis Tribe, WA
Ephraim, UT
Lincoln, NE
Owego, NY
*Oceanside (Alex Road), CA
*Mukilteo, WA
Parklane, Portland, OR
Enumclaw, WA
Reading, PA
Ridgefield, WA
Muskegon, MI
Pontiac, MI
*Friday Harbor, WA
Petaluma, CA
San Buenaventura, CA
Tupelo, MS
Gypsum, CO
Vancouver, WA (Marshall Park)

2022
Port Huron, MI
Chelan, WA
*Everett (Walter E. Hall), WA
Boise, ID (Molenaar Park)
Cle Elum, WA
*Herndon, VA
Hilo, HI
Hurricane, WV
Kamiah, ID
*Corpus Christi (Cole Park), TX
*Maui County, Kihei (Kalama), HI
Lockport, NY
*Mukilteo, WA
Meridian, MS
Newton County, GA Phase 2 (Denny Dobbs)
Ocean City, MD
*North Houston, TX
*Buffalo, NY
Oroville, CA
Republic, WA
San Juan Capistrano, CA
Sammamish, WA
Troy, NY
*Oceanside (Alex Road), CA
*Seattle (Ballard Bowl), WA
Tucson, AZ (Cushing St)
Valparaiso, IN
Anacortes, WA
*St. Helena, CA
Bainbridge Island, WA
Edmonds, WA
*Zelienople, PA
Ellicottville, NY

2021
Greenfield, WI (The Turf Renovation)
Anchorage, AK
*Kent, WA
*Issaquah, WA
Salida, CO
Wilkeson, WA (Bacon and Eggs)
Auburn, NY
*Kremmling, CO
*Mukilteo, WA
Buffalo, NY Phase 3
Black Diamond, WA
Washington, DC
*Sammamish, WA
Baltimore, MD
Jamestown, NY
*Seatac, WA
Springville, NY
Newton County, GA
Seattle Center, WA
Sun Prairie, WI
North Bend, WA
San Juan Capistrano, CA
*Winter Park, CO
Dover, DE

2020
Salem, MA
Sun Prairie, WI
Atlanta, GA
*Wauwatosa, WI
Parklane Portland, OR
Milwaukee, WI (TURF)
ROC City Skatepark
*Galveston, TX
*Round Rock, TX
Hudson, OH
*Zionsville, IN
*Snoqualmie, WA
*Tehaleh, WA
Hapeville,GA
Wauwatosa, WI
Wilmington, DE
Zelienople, PA

2019
Anchorage, AK
Spokane, WA
Kalama, HI
*Round Rock, TX
Manchester, VT
*St. Helena, CA
Adidas Corporate HQ, Portland, OR
*Ann Arbor, MI
Lake Elsinore, CA
Edmonds, WA
Detroit, MI
Oregon City, OR
Cookeville, TN
North Bend, WA
Maple Valley, WA
Wenatchee, WA

2018
N. Houston BMX Park, TX
Smithfield, UT
Orcas Island, WA
Chico, CA
St Bernard Parish, LA
Allentown, PA
Bainbridge, WA
Baltimore, MD
Columbus, OH
Maple Valley, WA
Oklahoma City, OK
Plymouth, MA
Reading, PA
Stony Point, NY

2017
Issaquah, WA
Palisade, CO
Seattle "Lake City", WA
Wilmington, OH
Darrington, WA
Sheboygan, WI
Leavenworth, WA
Lapwai, ID
Bellevue, WA
Pine Point, MN
San Diego, CA
Coeur d'Alene, ID
Olympia, WA
Madisonville, KY

2016
Monroe, WA
Amherst, NY
Buckley, WA
San Francisco 'Hilltop", CA
Anaheim, CA
Middleton, ID
Lake Stevens, WA
Sonoma, CA
Bryan, TX
Colfax, CA
Boise, ID
Ashdod, Israel
Star, ID
Marshfield, MA
Union Gap, WA
Coeur D' Alene, ID

2015
Portage, WI
Snoqualmie, WA
Montague, MA
Tuscaloosa, AL
Kenmore, WA
New Hanover County, NC
McCook, NE
Atlanta, GA
Portland "Beech", OR
Tuscon, AZ
Pine Ridge, SD
Wounded Knee, SD
Hopkinsville, KY
Amherst, NY
Yellow Springs, OH
Vista, CA
Cypress, TX
Oakland, CA
Zelienople, PA
Israel "Hadera"
Israel "Netanya"

2014
Baker, MT
Tulalip Tribes, WA
Marshfield, MA
Issaquah, WA
Louisville, KY
Cave Junction, OR
Wilkeson, WA
Newburgh, NY
Wilmington, DE

2013
Philadelphia, PA
Bingen, WA Phase II
Carnegie, PA
Arlington, TX
Seattle "Benefit", WA
Skatercity, Denmark


Optomist Park Skatepark - Port Huron, MI 2023.


North Houston Skatepark - Houston, TX 2014.

KEY | *Design* ***Design/Build*** **Build** *Maintenance

Spring, TX
Bob Burnquist, CA
Corpus Christi, TX
Scappoose, OR
Rockton, Il
Lakeland, TX
Sturgeon Bay, WI
Milford, CT
Waco, TX
Israel "Rishon"
Israel "B'er Shiva"
Port Gamble, WA

2012
Seattle, WA
- Judkins Park
- Roxhill Park
Medford, NJ
South Kitsap, WA
Cleveland, OH
Tehaleh, WA
Sante Fe, NM
Lahaina, HI
College Park, MD
Seatac, WA
Hana, HI
El Paso, TX
Redlake, MN
Westpoint, MS
Copenhagen, Denmark
Pine Ridge, SD

2011
Atlanta, GA - 4th Ward
Ithaca, NY
Herzelia, Israel
Kfar Saba, Israel
San Marcos Phase 2
San Antonio, TX
Parkersburg, WV
Tacoma, WA - Kandle Park
Auburn, WA

2010
Vashon, WA
Villa Park, IL
Delridge Seattle, WA
Copenhagen, Denmark
Aurora, CO
Tacoma, WA - Norpoint
Norfolk, VA
Cleveland, OH
College Park, MD
Seattle, WA - Jefferson Park
Bingen, WA
Herndon, VA
Lewiston, ID
Bethlehem, PA
Houston, TX - Spring Park
Portland, OR - Steel Bridge

2009
San Jacinto, CA
Muckleshoot Tribal Skatepark
College Station, TX
Portland, OR - Steel Bridge
Aurora, CO
Imperial Beach, CA
Yonkers, NY
Edwards, CO
San Diego, CA - Campland
Wilmington, OH
St. Helena, CA
Tacoma, WA - Norpoint
Colerain, OH
Seattle, WA - Delridge
Seattle, WA - Seattle Center
Winter Park, CO - Phase 2

2008
Oceanside, CA
Kelso, WA
Lawrence, IN
Fayetteville, WV
Bakersfield, CA
Yakima, WA
Bainbridge, GA
Bellevue, WA - Highlands
Forks, WA
Tualatin Hills, OR
Myrtle Creek, OR
Canadaigua, NY
Erie, PA
Galveston, TX

2007
Tacoma, WA - Stewart Heights
Silver City, NM
Nantucket, MA
Boston, MA
Lahaina, HI
Mooresville, NC
Hendersonville, NC
Glennwood Springs, CO
Kremmling, CO
Wheeling, WV
Stamford, CT
Sitka, AK
Vancouver, WA
Houston, TX
Tuba City, AZ
Phoenix, AZ
Everett, WA
Amarillo II, TX
Farmington Hills, MI
Bellefontaine, OH
Idaho Falls, ID
St. Helena, CA
Oceanside, CA
Wichita Falls, TX

2006
Lakeway, TX
Kettle Falls, WA
Grove City, OH
Weed, CA
Hudson, MA
Jackson, WY
Winter Park, CO
Ridgeway, CO
Galveston, TX
Round Rock, TX
Coos Bay, OR
Corpus Christie, TX
Irrigon, OR
San Marcos, TX

2005
San Francisco, CA
Houston, TX
Battleground, WA
Currituck, NC
Yakima, WA
Oxford, MS
Austin, TX
Prosser, WA
Tyler, TX
Duvall, WA
Missoula, MT
Atlantic Beach, FL
Athens, GA
Prairie Village, KS
Shawnee, KS
San Angelo, TX
Amarillo, TX
Fairplay, CO
Aztec, NM
Telluride, CO
Jonesboro, AR

2004
Portage, MI
Kokomo, IN
Arlington, WA
Leavenworth, WA
Spokane Valley, WA
Whiting, IN
Carnation, WA
Milton, WA
Bellevue, WA
- Highlands
- Lakemont
Bellingham, WA
Longview, WA
Clarkston, WA
YMCA of Mukilteo, WA
Dillon, MT
McKinleyville, CA
Carnation, WA
Vancouver, WA
Anchorage, AK

2003
Great Falls, MT
Carbondale, CO
Athens, OH
Spokane, WA
Cody, WY
Sandpoint, ID
Kent, WA
Nags Head, NC - YMCA
Trinidad, CO

2002
West Linn, OR
Orcas Island, WA
Seattle, WA - Ballard Skatepark
Okinawa, Japan
Port Angeles, WA
Leavenworth, WA

2001
Butter Bowl, Seattle
Bainbridge Island, WA
Sumner, WA
Baker City, OR
Monroe, WA


Orcas Island Skatepark - Orcas Island, WA 2002.


Butter Bowl - Seattle, WA 2001.

Organization Chart

City of Grass Valley

GRINDLINE
SKATEPARKS, INC.

Matt Fluegge
CEO/Project Director
(Design & Construction)

Brett Johnson
Lead Designer
Grindline Skateparks, Inc.

James Klinedinst
Senior Project Manager / Estimator
Grindline Skateparks, Inc.

Dan Burk, PE
Principal Project Engineer
RICK Engineering Company

Rob Owen
Site Superintendent
Grindline Skateparks, Inc.

Patricia Trauth PLA, AICP, LEED AP
Principal
RICK Engineering Company

Key Personnel

Matt Fluegge

CEO, Principal in Charge - Grindline Skateparks, Inc. - ***20% to be assigned***.

As Grindline's CEO and Senior Project Manager, Matt has the authority and responsibility for the daily management of the project. He develops project scope and budgets, generates accurate cost estimates, oversees preparation of project documents, communicates with clients, and manages schedules. Matt has extensive interdisciplinary experience from leading design teams and working with architects, engineers, surveyors, and artists. Matt reviews and approves all project deliverables, attends site meetings, handles changes in the scope of contracts and gets final acceptance of the projects. Matt will be the primary contact for this project and his contact information can be found in the cover letter. **With Grindline since 2003.**

James Klinedinst

Senior Project Manager - Grindline Skateparks, Inc. - ***20% to be assigned***.

For this project James will provide cost estimating and QC of construction documents during design. During construction, he'll provide construction support for our onsite foreman and construction crews. James works closely with the design and construction crews to bring projects in on schedule and on budget, with the quality of craftsmanship that Grindline is famous for. He is a highly skilled AutoCAD and Rhino technician with extensive insight towards graphic and drafting multimedia. James is responsible for the preparation of Grindline's construction documents, taking the project from conceptual design to detailed construction bid documents. **With Grindline since 2005.**

Brett Johnson

Lead Skatepark Designer - Grindline Skateparks, Inc. - ***20% to be assigned***.

Brett Johnson initially joined the Grindline Team as an intern while in his 3rd year of Washington State University's Voiland College of Engineering and Architecture. With his degree in Civil Engineering and specialty in Structural Engineering, Brett brings highly valuable engineering knowledge to the world of skatepark design. Brett is one of Grindline's Skatepark Designers and AutoCAD Draftsmen. He applies his engineering focus on designing safe and economical skateparks for a changing environment and increases the efficiency in the use of skatepark construction materials. **With Grindline since 2020.**

Key Personnel

Rob Owen

Site Superintendent - Grindline Skateparks, Inc. - ***100% to be assigned***.

Rob spent his formative years in Milwaukee, growing up skating the legendary Turf Skatepark. This taste for concrete skate facilities manifested itself when he moved to Seattle in 1996, with Rob being a member of a core group responsible with the construction of the West Seattle Bowls, a private backyard pool which currently resides in Rob's backyard. After working on many of the most famous skateparks being built during the late 90's, Rob became a founding member of Grindline Skatepark in 2002. Rob combines his quarter century of skateboarding with 18 years of construction experience to come up with creative techniques and solution to modern skateparks. Whether it's unique over vertical structures or artistic uses of color and textures, Rob is constantly pushing the art and science of skateparks design and construction. **With Grindline since 2002.**

Dan Burk, PE

Principal Project Engineer - RICK Engineering Company - ***100% to be assigned***.

Dan Burk is a Principal Project Engineer at RICK's Orange County office. During the last 18 years at RICK, Dan has served as Project Engineer leading a staff of engineering designers and drafters in the preparation of preliminary and final construction documents for public and private clients, specifically in residential developments, roadway, highway, and commercial site improvements.

Patricia Trauth PLA, AICP, LEED AP

Principal - RICK Engineering Company - ***100% to be assigned***.

Patricia Trauth is an Principal at RICK and has more than 30 years of experience providing landscape architectural services to the southern California region. As a licensed landscape architect in California, a certified planner and a LEED accredited professional, she has planned and designed numerous public projects throughout the Los Angeles basin. Her projects have received awards from organizations including CMAA, ASCE, APWA, ULI, APA, ASLA, and NAVFAC. Throughout her career Patricia has been an active practitioner of sustainable design. She has been responsible for spearheading projects through LEED certification. Patricia is the Landscape Architect of record for a dozen projects at the San Diego International Airport and has shifted the airport's philosophy to embrace a regional, drought tolerant landscape.

Project Approach Narrative

Project Understanding - Based off the information provided by the City, our current understanding of the project is as follows:

- A concept that is focused on skateboarding but allows the potential impact of a mixed-use public skatepark, a sense of community, a quality street-skating environment, an engaging and aesthetically pleasing design, environmentally sustainable design, and a cohesive sense of place.
- Two Options are Required. Option #1 –Evaluate existing skatepark surfacing and skateboard elements. Provide a plan to rehab the existing skatepark and expand the footprint by approximately 5,000 square feet. Option #2 - Demo existing skatepark and rebuild a new skatepark in the existing footprint. If Option #2 is selected, this Project shall include the demolition of the existing 20,500 square foot skatepark.
- Preliminary engineering design.
- Community outreach – please provide your suggested methods for community outreach (project website for public comments, public meetings, etc.)
- Identifying features to mimic natural street-skating and skatepark environments (including ledges, pads, banks, rails, stair-sets, and other natural transitions) as guided by the City and the community.
- Surveying, engineering, and design services for the construction of a skatepark for the Project, including community outreach, preliminary design, environmental documentation, engineering cost estimates, final design, plans and specifications, complete contract documents for bidding and other work as necessary to provide a complete Project.
- • If required based on proposal, provide potential phasing of the project based on available
- funding.
- • Construction bidding oversight.
- • Engineering services during construction for compaction testing and to provide solutions if
- field conditions require a deviation from the approved plans and specs.
- • Landscaping and irrigation are not included in the scope of work.

Scheduling - Each of our Project Managers have completed formal educational training, receiving post graduate certificates from University of Washington Project Management Program. We are well versed in Critical Path Method (or CPM) scheduling for both design and construction, and will tailor our customized CPM Master Schedule Template to your project specifically. Through close communication with the Project Team we will develop a list of appropriate tasks throughout the lifecycle of project, while identifying key deliverables and milestones within each of the project phases. Our experience with Microsoft Project software allows us to revise schedules on the fly if needed and communicate that information back to the project team. During construction each of our foreman is equipped with mobile daily reporting software which allows our PM's to get information that may impact schedule and/or budget from the field immediately so that we can alert the Owner's Representative and determine the best course of action.

Budget Control - With Grindline's vast experience in Skatepark projects, we understand the unique set of challenges that accompany the design/build approach. Here at Grindline we see the Design approach as an opportunity to maximize a project budget through the following:

1. Preliminary organized framework that is easy for all parties to understand and decipher.
2. Complete budget transparency through design and construction.
3. Treating the Project Budget as a living document where changes can be easily tracked and traced.
4. Engaging all stakeholders to prioritize the project elements and maintain sort of a project "menu" based on those priorities.

5. Organized accounting and project tracking throughout in order to provide backup upon request for any project costs incurred.

A revised budget document will be prepared and submitted at every design submittal phase throughout the design process. For use of preliminary estimating, we maintain a significant data base of past bids and proposals from the last 18 years and are constantly updating material and labor costs in the areas we work in. Grindline works on a nationwide basis with both public and private projects and we continually document budget trends to assist clients in developing realistic budgets. As we move through the project we will constantly value engineer the project to maximize your budget. As the design develops, we will reach out to and solicit local subcontractors for hard costs in order to lock in a project program based on the refined budget document.

If the projected costs are significantly below budget levels, we will present and discuss possible project scope expansions to take advantage of project scale in lowering unit costs. Should the projected costs exceed the budget, we will revisit the design elements, materials and methods to determine where changes can be made without sacrificing important project goals. In both cases, the final decisions on scope increases or reductions remains with the City, and in both cases, the project would not intentionally move forward without a resolution to the issue.

Progress Reports and Required Meetings - We have provided review/coordination meetings in our scope of work at important milestones but the interval and timing of actual Progress Review Meeting will be determined at the Project Kick-off meeting. Prior to each Progress Review Meeting, the Design Team will submit an updated schedule and all completed or partially completed plans, specifications and estimates which have been developed or altered since the last Progress Review Meeting.

Petaluma Skatepar Concept - Petaluma, CA.

Scope of Services

TASK 1: PROJECT STARTUP

1a Obtain site information: Grindline will review existing site information and determine what additional information is required to complete the design. We will obtain a geotech report for the skatepark site.

1b Project Kick Off Meeting: Grindline will meet with the City and any other key stakeholders to discuss and finalize project objectives including scope, schedule and budget. A communication plan will be made to identify preferred communication methods. Key meetings and deliverables will be scheduled and areas requiring coordination such as public meetings, online forums and exchange/review of documents will be identified. The discussion will identify any outstanding issues with the project, and propose solutions for any issues identified.

1c Site Visit: Grindline and the Project Team will conducted a site visit to review the existing conditions, explore opportunities and constraints of the site, evaluate and review current usage of existing skatepark, adjacent park facilities, and programming spaces to assist in design development.

Existing Site Conditions - The skatepark is located at 660 Minnie St, Grass Valley, CA 95945. The site holds the current 20,500 square foot skatepark. The surrounding area of the skatepark has some sheer elevation changes so careful consideration will need to be taken to ensure that adequate drainage is provided for proposed skatepark drainage. The area also is surrounded by dense vegitation and tree canopy. This means a disruption to local vegetation will be needed to be kept in mind if Option #1 is chosen to expand the site. The skatepark site has blocked site lines from all surrounding sides except for the north side with the parking lot, and the srurounding walking paths. Implementing CPTED practices should be highly considered when designing for this area.

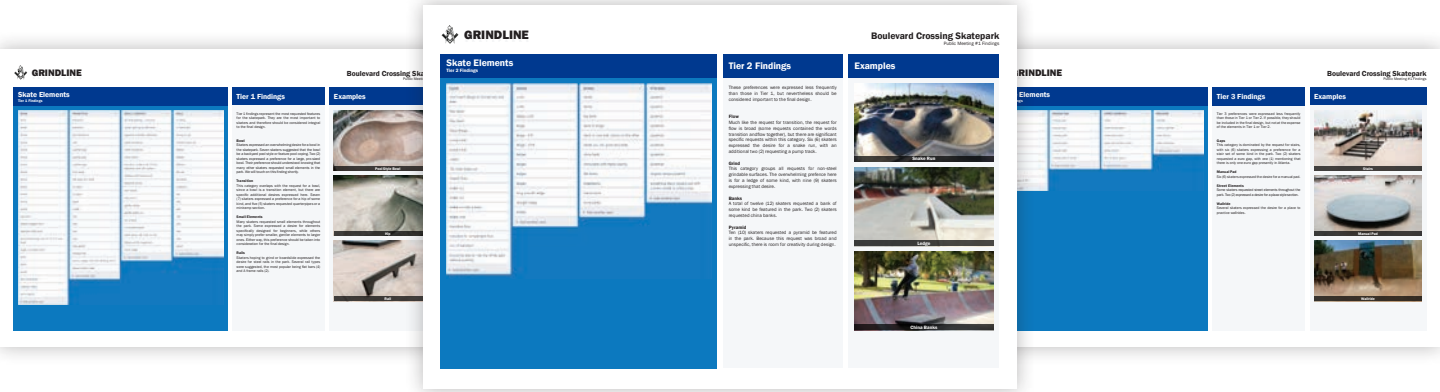
Current and Planned Improvements - The skatepark must integrate with existing and future adjacencies in the surrounding area. Restrooms, walkways, connection paths, park seating, non-skatepark play areas, and parking all play roles in the skatepark placement on site. We will look at the siting of current skatepark as well as connections to and from the skatepark.

External Circulation & Public Safety - We look at how users get to the skatepark, whether by car, board, bike, foot, public transportation, and determine if any improvements need to be included in the current and future phases of the project to allow safe access to the skatepark. And, as in any park where younger citizens will gather, we put CPTED principles into practice to discourage or impede criminal behavior and, at the same time, encourage honest citizens to keep a watchful eye.

Internal Circulation - Proper placement of amenities, traffic patterns, and circulation through the park are reviewed. We scrutinize the location and placement of the proposed skate features to create smooth flow through the skatepark and avoid potential collision routes or blind spots. We identify safe paths for spectators in the skatepark by properly locating entrances to the facility and including passive zones for viewing or resting areas.

1d Public Meeting #1: Grindline proposes a public meeting on the same day as the kick off meeting and site visit to get input from stakeholders on the type of features to be included in the skatepark design. The goals of this meeting is introduce Grindline to community, explain the design/public input process, and share how the community drives the project development. We provide end users with the project specific knowledge the need to make informed decisions that will determine the ultimate vision for the skatepark. In order to address varied ideas and ideals about skatepark design, this meeting will be highly interactive. In addition to vetting important issues through meaningful discussion, we encourage other types of 'hands on'

involvement such as writing, sketching, and real time modeling of park ideas/elements alongside our team. We then build consensus by identifying commonalities among different stakeholders to drive the skatepark design. Our social media channels are always open to collect feedback from the community in the event members cannot attend in person or wish to comment later the process.



ABOVE: ANALYSIS OF FINDINGS FROM PUBLIC MEETINGS

1e Coordination Meeting #1: Grindline will summarize all information collected in task 1a - 1d in a Project Startup Report and submit for review by the Project Team. Via phone conference/online meeting, the Grindline and the Project Team will meet to discuss the Project Startup Report and finalize the direction for moving forward with the design of the Skatepark. Solutions will be proposed for any issues identified in the Project Startup Report

TASK 1 DELIVERABLES

Project Startup report addressing the following:

- Site Inventory / Analysis identifying site opportunities and constraints
- Recommendations for renovations and repairs to the existing park with associated costs for each item Updated schedule and preliminary budget
- Summary of Input from Public Meeting #1

TASK 2: CONCEPTUAL DESIGN

Skate parks are more than athletic facilities. They are gathering places and can be focal points for other activities like concerts, competitions or community events. Facilities must be designed to meet skating demands, incorporate areas for spectators, and to appropriately blend with their existing surroundings. Through the use of custom materials and the placement of green space in and around the design, the skatepark ties into the overall form and function of its setting. Conceptual Designs illustrate our skatepark philosophy to key stakeholders and the community in interactive, full color presentations of the custom skate features and facilities included in the project. 3D models allow us to clearly and effectively communicate our skatepark concepts to the client and community as well as assist in the development of accurate cost estimates and material take-offs. The result is a design produced from the ideas and recommendations of ALL stakeholders involved with the project.

2a Preliminary Concept: Based on the findings in the Project Startup and direction from the Project Team, Grindline will develop 3 Preliminary Conceptual Designs and submit for review. These will be submitted in both a plan view with elevations and multiple three-dimensional renderings, and include

both the actual skatepark and proposed amenities. The submission will also include a revised budget document and quantity of material estimates for review.

2b Community Meeting #2: In an in-person meeting like Public Meeting #1, Grindline will present the Preliminary Concept and get feedback. Concepts will be presented through a combination of photos, Power Point slides, large presentation boards, and interactive 3-D models. Input collected at this meeting will be used to create the final concept.

2c Final Concept: Based on input and direction from Task 2b, Grindline will create a Final Concept and submit for review. Similar, to Task 2a, will be submitted in both a plan view with elevations and multiple three-dimensional renderings, and include both the actual skatepark and proposed amenities. The submission will also include cost and quantity of material estimates for review.

TASK 2 DELIVERABLES

- Preliminary and Final Concepts submitted in 3d renders and site plan
- Updated budget and quantity of material estimates with each submittal


Manchester, VT Concept

TASK 3 CONSTRUCTION DOCUMENTS

Cutting edge design and drafting software are important tools for our designers, draftsmen and engineers use to convert concepts into permit ready construction drawings. The latest versions of AutoCAD and Rhinoceros software give us the ability to develop dimensionally correct design concepts from the beginning of design development. Viewing the 3D model alongside a full set of construction documents and technical specifications give us an opportunity to check adherence to local building codes and engineering requirements. Drawings are produced in ACI, ASTM, CSI, or state organizational formats. We are also well versed with ASTM Section F2334 – Standard for Above Ground Public Use Skatepark Facilities, ASTM F2480 - 06 Standard Guide for In-ground Concrete Skateparks, as well as Skaters for Public Skateparks Public Skatepark Development Guide, the industry's most frequently used reference publications.

3a Coordination Meeting #3: Grindline will meet with the Project Team via phone / internet to discuss the Final Concept. The final approved concept will be used to create detailed plans and specifications for construction and meet any permitting requirements.

3b Construction Documents: 50%, 90%, and 100% Construction Documents will be submitted, along with high quality, professional construction drawings, details, specifications and cost estimates for all aspects of the skate improvements. The documents will include an updated estimate of probable costs and material quantities for the skatepark.

Construction document submissions will include the following:

- Site Plan & Details
- Grading Plan
- Erosion Control Plan
- Drainage Plan
- Skatepark Materials Plan
- Skatepark Vertical Controls
- Skatepark Horizontal Controls
- Skatepark Jointing Plan
- Skatepark Sections
- Skatepark and Site Details
- Technical Specifications
- Final cost estimate and quantity of materials estimate for skatepark

TASK 3 DELIVERABLES

- 50%, 90%, and 100%, Construction Documents including Plans, Technical Specifications, and Final Cost Estimate.
- Updated Schedule for remainder of the project

San Buenaventura Skatepark Concept - San Buenaventura, CA

TASK 4 CONSTRUCTION

Our sites are secured with a construction fence and necessary erosion control and environmental protection techniques are employed during the entire construction phase as required. Our skateparks are constructed of steel reinforced concrete/shotcrete meeting a minimum compressive strength of 4000 psi at 28 days. Using proprietary techniques developed over the years, we can form and sculpt concrete into virtually any shape imagined, giving us the ability to produce any skate feature requested by the project stakeholders. Concrete also provides an opportunity to add integral color pigments or concrete stains. Textures can be added by stamping the concrete with urethane molds. Brick and Granite textures are popular amongst skateboarders

as they mimic the surfaces where skateboarding may not be allowed but still desirable. The majority of the concrete will be hand troweled to the buttery smooth finish that our craftsmen are well known for. We will use steel edging or Precast Concrete Coping on all grindable surfaces throughout each park to maximize park durability.

Construction Management, Quality Control & Project Administration
Having a dedicated Project and Construction Management Team always available, whether to attend Meeting or site visits at critical milestones or to respond to questions and issues that arise during the Design / Build process ensures the park is built to plan and budget. Working closely with the Client, we submit weekly progress reports and address any questions or proposed field changes that arise. Throughout the project, a high level of communication is maintained by the Site Superintendent, Foreman and Project Managers constantly providing the current status of the project, concerns and projected resolution, and expected completion date.

Site Logistics Plan
Upon approval of Final Construction Documents by the Client, Design/Build Team will mobilize our skatepark build team to the site to construct the skatepark according to plans and specifications. Grindline plans site logistics and staging to provide easy access to and from the site. Our Foremen are all OSHA 30 certified, and key construction personnel will have OSHA 10 at minimum as we conduct construction in a safe and efficient manner. Erosion control measures will be installed along with a 6' Construction fence around entire jobsite for the duration of the project. Staging will take onsite as where we will have a laydown area and a secured 10x20 storage container.

Grindline will serve as the General Contractor on the project and manage all subcontractors and suppliers. Weekly written progress reports will be submitted, along with any change directives and clarification drawings if needed. Upon substantial completion of construction, a walk through with the City will occur to develop a punch list for project closeout. Grindline will provide skatepark manuals covering maintenance of the park and provide a one year written warranty on all materials and workmanship.

TASK 4 DELIVERABLES

- World Class, cast-in-place custom concrete Skatepark
- Weekly Progress reports
- One year Warranty
- O&M Manual
- As-Built or Redline Drawings

PROGRAMMING, OPERATIONS & MAINTENANCE

At Grindline our motto is "Grindline for Life". When you hire Grindline we embrace your community and are with you long after the Grand Opening. While a Grindline skatepark is a self-sufficient venue for year-round recreation, planning and care will add to the success of the project. Grindline has done numerous

projects with multiple phases (such as Hideaway Park in Winter Park) and we provide maintenance plans to enhance the lifespan of your skatepark. Grindline has valuable relationships with organizations such as Skate Like a Girl, United States Skateboarding Education Association, and the Stronghold Society who collectively advocate for skateboarding and host programs to give local youth access to the sport. Programs such as skate lessons, skate camps, contests and demonstrations provide opportunities to further support the skateboarding community.

Our collective experience in the field of skatepark design and construction also gives us the knowledge to assess skateparks in terms of physical condition and carry out maintenance and repair actions to extend the life of a skatepark. On aging skateparks, we can evaluate the current function and condition of the skatepark, provide cost of repairs, and create a service plan for ongoing maintenance and/or repair.

Work Listing

Grindline acknowledges the requirements listed under section F. of the RFP. Grindline is fully capable of performing turn key construction services in-house and therefore is not listing any construction sub-contractors, but he following types of subcontractor may be considered for this project:

- Demolition
- Earthwork/Drainage
- Landscape Restoration

The trades essential in design considerations of the project are as follows:

- Skatepark Design – To be performed by Grindline
- Civil Engineering – To be performed by RICK Engineering
- Landscape Architecture – To be performed by RICK Engineering
- Geotechnical Engineering – To be selected after award if needed.

Exceptions and Additions

Grindline does not propose and exceptions, alterations or additions to the Scope of Services or other requirements of this SOQ/RFP, including the standards Professional Service Agreement.

CA Contractor License


STATE OF CALIFORNIA
dca
DEPARTMENT OF CONSUMER AFFAIRS
CONTRACTORS
STATE LICENSE BOARD
ACTIVE LICENSE
License Number 910106
Entity CORP
Business Name GRINDLINE SKATEPARKS INC
Classification(s) A
Expiration Date 02/29/2024
www.cslb.ca.gov
CSLB

Leavitt Group
Northwest

Leavitt Group Northwest | PO Box 833 | Auburn, WA 98071 | Phone (800)726-8771 | Fax (866)728-9168 | leavitt.com/northwest

June 5, 2023

To Whom It May Concern:

Re: Grindline Skateparks, Inc.

It has been the privilege of Travelers Casualty and Surety Company of America ("Travelers") [1] to provide surety bonds for Grindline Skatepark, Inc. for over 15 years. During that time they have built and we have bonded projects in the multimillion Dollar range for a wide variety of owner.

Grindline Skateparks, Inc. currently has a bonding capacity of approximately $5,000,000 for a single project. Their combined bonded and unbonded surety capacity is $10,000,000 as measured by the value of uncompleted work. Specific project needs might take the single and aggregate program higher.

Please note that the decision to issue performance and payment bonds is a matter between Grindline Skateparks, Inc. and Travelers, and will be subject to our standard underwriting at the time of the final bond request, which will include but not be limited to the acceptability of the contract documents, bond forms and financing. We assume no liability to third parties or to you if for any reason we do not execute said bonds.

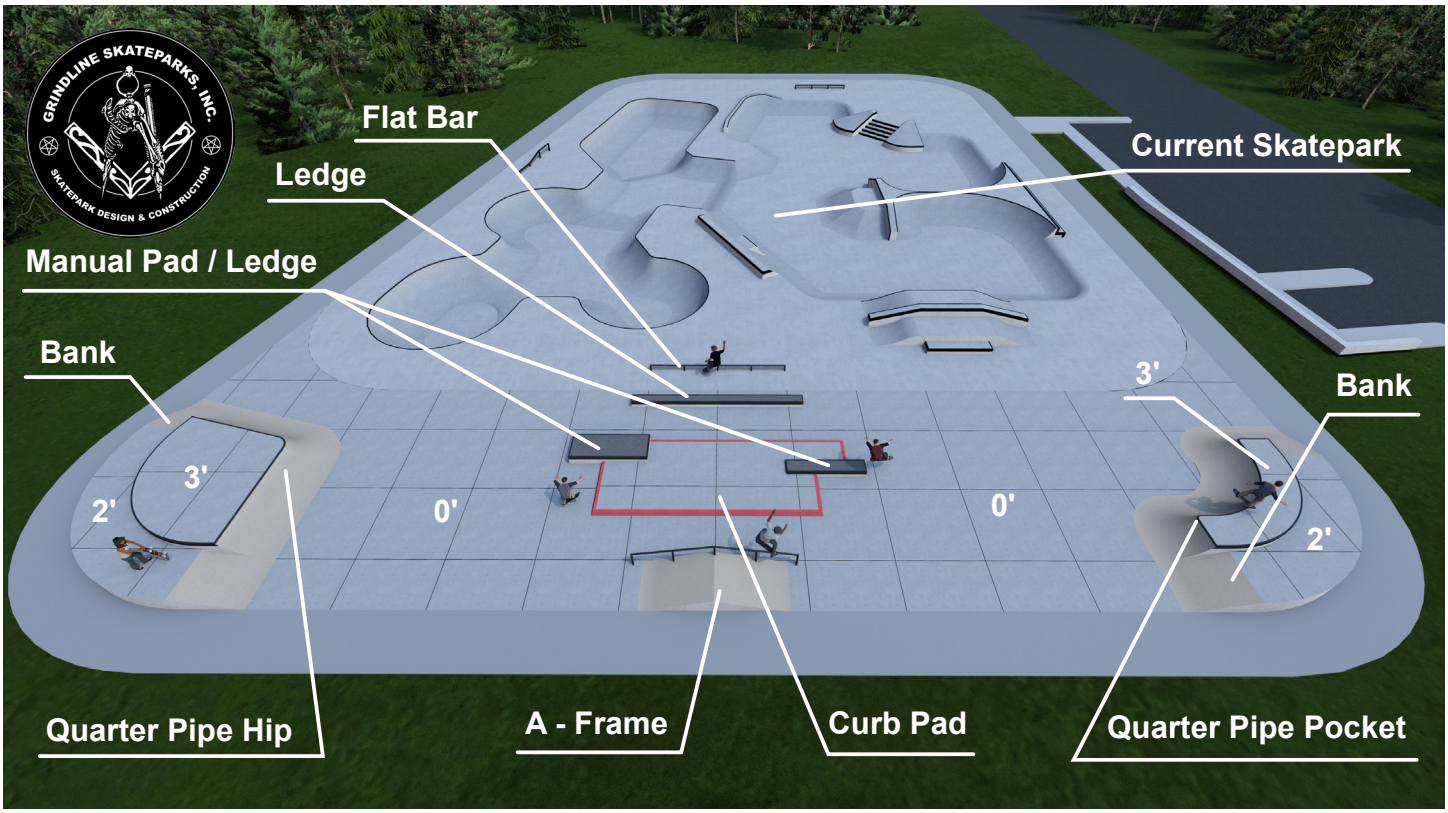
If you have any questions or need any additional information, please do not hesitate to contact me.

Sincerely,

TRAVELERS CASUALTY AND SURETY COMPANY OF AMERICA

Timothy Buhite
Attorney-in-Fact

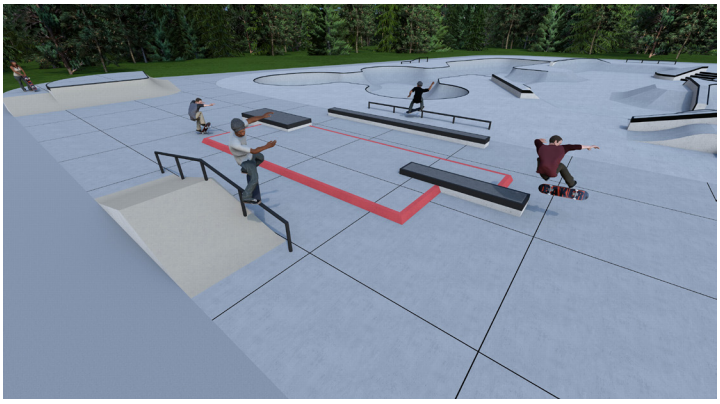
[1] Travelers is an A++ (Superior) A.M. Best rated insurance company (Financial Size Category XV ($2 billion or more)).

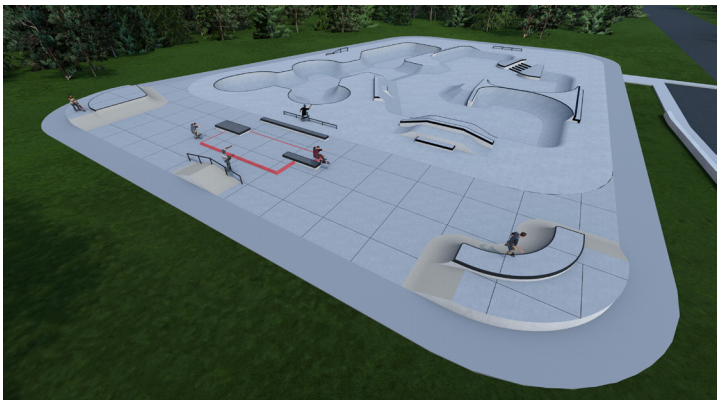


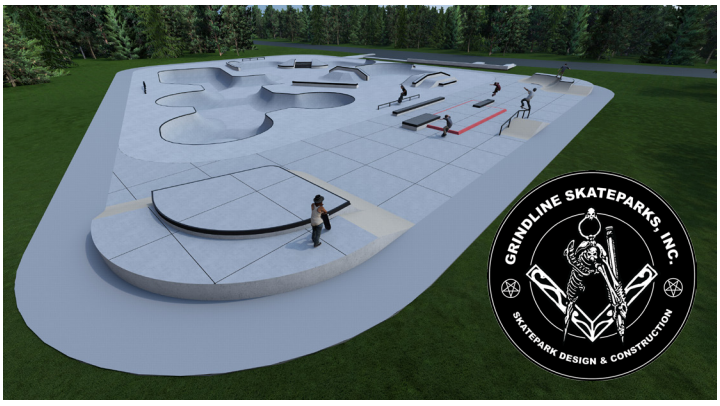
Option #1 Grass Valley Skatepark Expansion Concept

Grass Valley, CA.

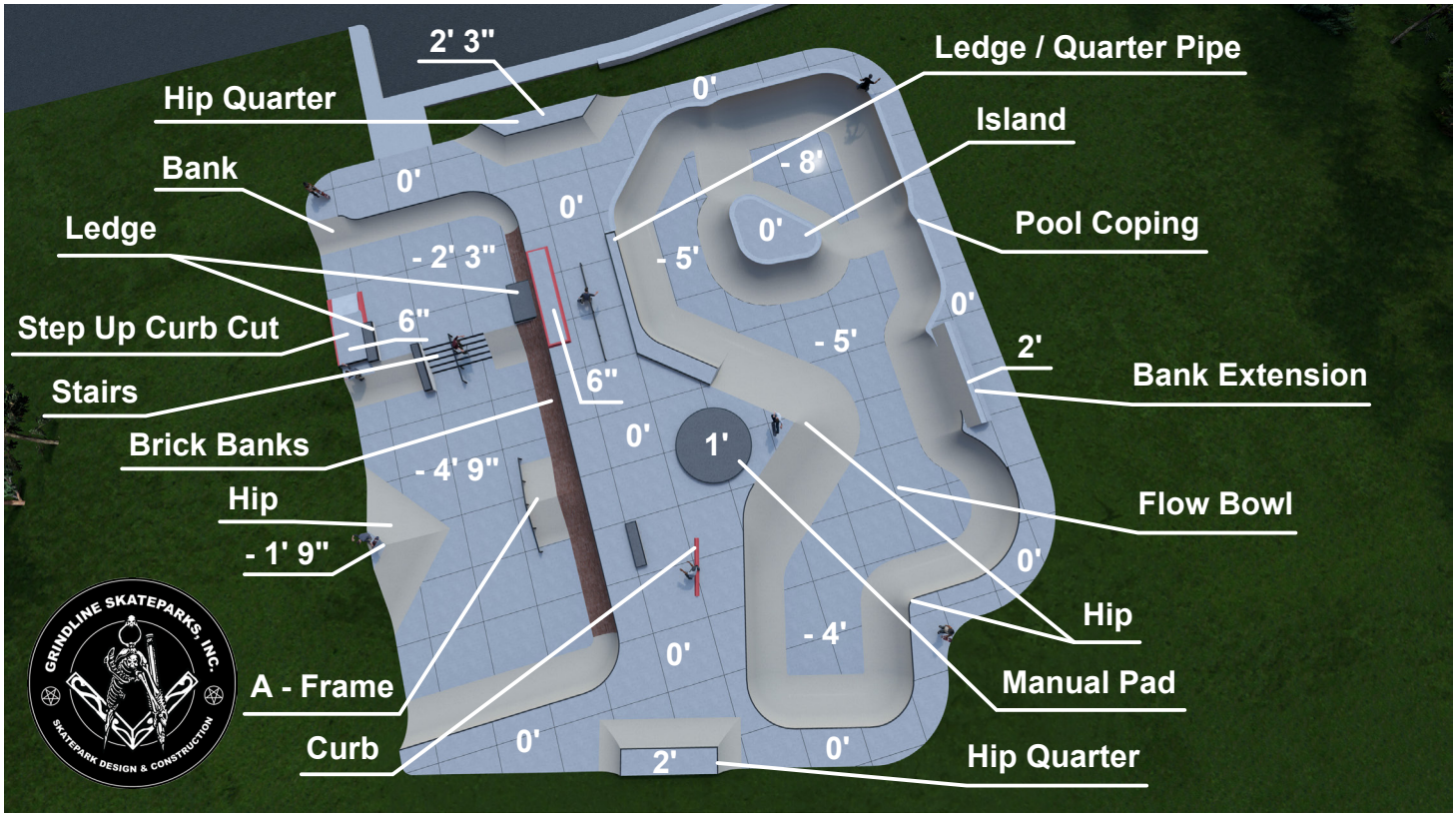
Option #1 Grass Valley Skatepark Expansion Concept
PC010524 | January 1st, 2024
inform@grindline.com | grindline.com







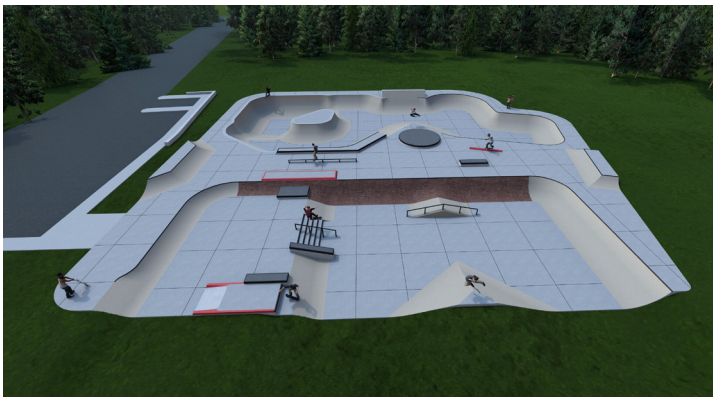
If this option is selected, theremainder of the budget will serve as an allowance for refurbishment/upgrades to the current skatepark. The improvements to be made will be determined from a professional skatepark assessment by Grindline, input from the City, and the Community Input Process.

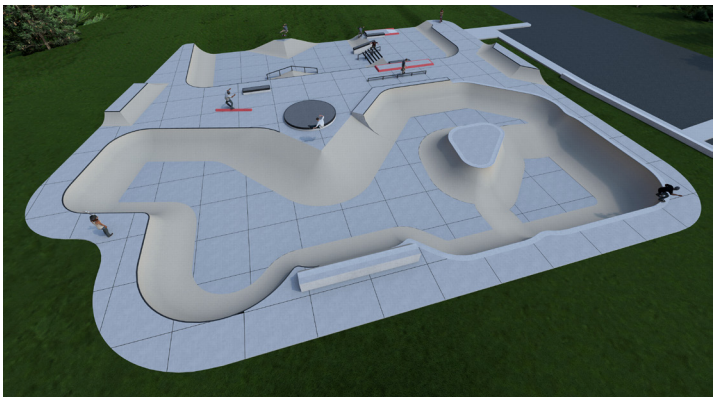


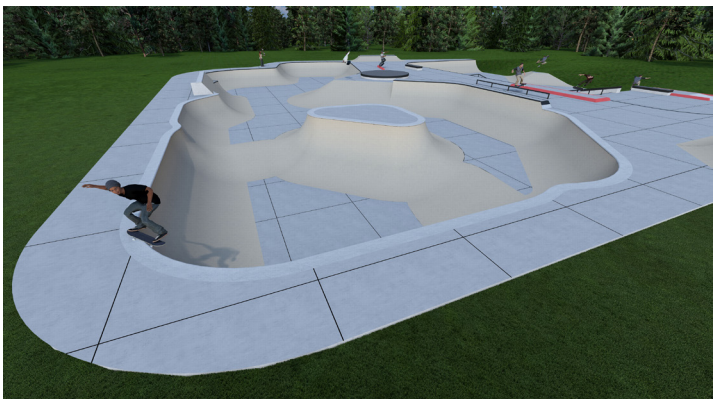
Option #2 Grass Valley Skatepark Concept

Grass Valley, CA.

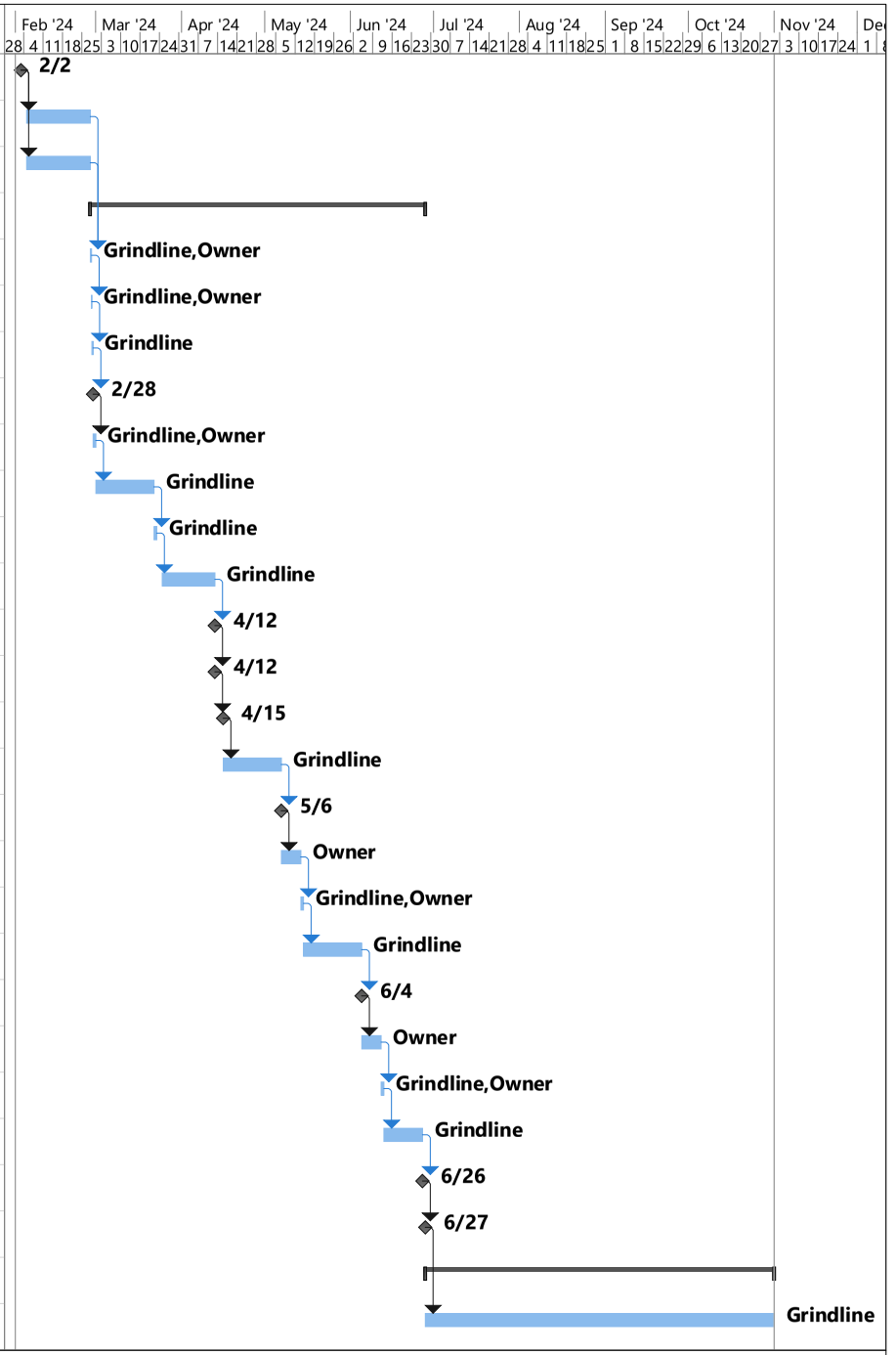
Option #2 Grass Valley Skatepark Concept
PC010524 | January 1st, 2024
inform@grindline.com | grindline.com







ID	Task Name	Duration	Start	Finish
1	**Notice of Award**	**1 day**	**Fri 2/2/24**	**Fri 2/2/24**
2	Contract Execution	17 days	Mon 2/5/24	Tue 2/27/24
3	Public Design Meeting #1 Prep	17 days	Mon 2/5/24	Tue 2/27/24
4	**DESIGN**	**87 days**	**Wed 2/28/24**	**Thu 6/27/24**
5	Kick-Off Meeting	0.33 days	Wed 2/28/24	Wed 2/28/24
6	Site Visit	0.33 days	Wed 2/28/24	Wed 2/28/24
7	Public Design Meeting #1	0.34 days	Wed 2/28/24	Wed 2/28/24
8	Submit Project Startup report	0 days	Wed 2/28/24	Wed 2/28/24
9	Coordination Meeting #1	1 day	Thu 2/29/24	Thu 2/29/24
10	Develop Preliminary Conceptual Design	15 days	Fri 3/1/24	Thu 3/21/24
11	Public Design Meeting #2	1 day	Fri 3/22/24	Fri 3/22/24
12	Refine Concept	15 days	Mon 3/25/24	Fri 4/12/24
13	Submit Refined Concept	0 days	Fri 4/12/24	Fri 4/12/24
14	Coordination Meeting #2	0 days	Fri 4/12/24	Fri 4/12/24
15	Submit Final Design Concept	1 day	Mon 4/15/24	Mon 4/15/24
16	Develop 50% Construction Documents	15 days	Tue 4/16/24	Mon 5/6/24
17	Submit 50% Construction Documents	0 days	Mon 5/6/24	Mon 5/6/24
18	City Plan Check	5 days	Tue 5/7/24	Mon 5/13/24
19	Coordination Meeting #3	1 day	Tue 5/14/24	Tue 5/14/24
20	Develop 90% Construction Documents	15 days	Wed 5/15/24	Tue 6/4/24
21	Submit 90% Construction Documents	0 days	Tue 6/4/24	Tue 6/4/24
22	City Plan Check	5 days	Wed 6/5/24	Tue 6/11/24
23	Coordination Meeting #4	1 day	Wed 6/12/24	Wed 6/12/24
24	Develop 100% Construction Documents	10 days	Thu 6/13/24	Wed 6/26/24
25	Submit 100% Construction Documents	0 days	Wed 6/26/24	Wed 6/26/24
26	Final Design Approval	1 day	Thu 6/27/24	Thu 6/27/24
27	**CONSTRUCTION**	**90 days**	**Fri 6/28/24**	**Thu 10/31/24**
28	Skatepark Construction	90 days	Fri 6/28/24	Thu 10/31/24



ATTACHMENTS

Matt Fluegge

Chief Executive Officer

EDUCATION

Post Graduate Project Management Program
University of Washington

Bachelor of Landscape Architecture
Washington State University

PROFESSIONAL EXPERIENCE

2003 - Present
Principal Project Manager - Design
Grindline Skateparks

2003 - Present
Principal Project Manager - Build
Grindline Skateparks

Qualifying Party for State Contractor's License
ID, OR, CA, AZ, HI, NM, WV, FL, NC, SC, LA, MS, MT, WA, VA, UT, GA, TN

OSHA 30 Certification

CESCL Certified Erosion & Sediment Control Lead
WA/OR

GRINDLINE
SKATEPARKS, INC.

BIO

As Grindline's CEO, Matt has overall responsibility for managing the operations and administration for Grindline Skateparks. With 19 years of skatepark experience and 300+ projects completed, Matt ensures that all contract obligations are fulfilled and maintains a high level of communication with clients for the duration of their project. Matt oversees all of Grindline's construction and design projects. He is responsible for developing project scope and budgets, generating accurate cost estimates, overseeing preparation of project documents, communicating with clients, and scheduling projects. Matt has extensive experience working with architects, engineers, surveyors, and artists on interdisciplinary design teams.

PROJECTS

2023
Allegany, NY
Vashon Island, WA Phase 2
Cle Elum, WA
Chehalis Tribe, WA
Ephraim, UT
Lincoln, NE
Owego, NY
Parklane, Portland, OR
Enumclaw, WA
Reading, PA
Ridgefield, WA
Muskegon, MI
Pontiac, MI
Petaluma, CA
San Buenaventura, CA
Tupelo, MS
Gypsum, CO
Vancouver, WA (Marshall Park)

2022
Port Huron, MI
Chelan, WA
Boise, ID (Molenaar Park)
Cle Elum, WA
Hilo, HI
Hurricane, WV
Kamiah, ID
Lockport, NY
Meridian, MS
Newton County, GA Phase 2 (Denny Dobbs)
Ocean City, MD
Oroville, CA
Republic, WA
San Juan Capistrano, CA
Sammamish, WA
Troy, NY
Tucson, AZ (Cushing St)
Valparaiso, IN
Anacortes, WA
Bainbridge Island, WA
Edmonds, WA
Ellicottville, NY

2021
Greenfield, WI (The Turf Renovation)
Anchorage, AK
Salida, CO
Wilkeson, WA (Bacon and Eggs)
Auburn, NY
Buffalo, NY Phase 3
Black Diamond, WA
Washington, DC
Baltimore, MD
Jamestown, NY
Springville, NY
Newton County, GA
Seattle Center, WA
Sun Prairie, WI
North Bend, WA
San Juan Capistrano, CA
Dover, DE

2020
Salem, MA
Sun Prairie, WI
Atlanta, GA
Parklane Portland, OR
Milwaukee, WI (TURF)
ROC City Skatepark
*Galveston, TX
Hudson, OH
*Zionsville, IN
Hapeville,GA
Wauwatosa, WI
Wilmington, DE
Zelienople, PA

2019
Anchorage, AK
Spokane, WA
Kalama, HI
*Round Rock, TX
Manchester, VT
*St. Helena, CA
Adidas Corporate HQ, Portland, OR
*Ann Arbor, MI
Lake Elsinore, CA
Edmonds, WA
Detroit, MI
Oregon City, OR
Cookeville, TN
North Bend, WA
Maple Valley, WA
Wenatchee, WA

2018
N. Houston BMX Park, TX
Smithfield, UT
Orcas Island, WA
Chico, CA
St Bernard Parish, LA
Allentown, PA
Bainbridge, WA
Baltimore, MD
Columbus, OH
Maple Valley, WA
Oklahoma City, OK
Plymouth, MA
Reading, PA
Stony Point, NY

2017
Issaquah, WA
Palisade, CO
Seattle "Lake City", WA
Wilmington, OH
Darrington, WA
Sheboygan, WI
Leavenworth, WA
Lapwai, ID
Bellevue, WA
Pine Point, MN
San Diego, CA
Coeur d'Alene, ID
Olympia, WA
Madisonville, KY

2016
Monroe, WA
Amherst, NY
Buckley, WA
San Francisco 'Hilltop", CA
Anaheim, CA
Middleton, ID
Lake Stevens, WA
Sonoma, CA
Bryan, TX
Colfax, CA
Boise, ID
Ashdod, Israel
Star, ID
Marshfield, MA
Union Gap, WA
Coeur D' Alene, ID

2015
Portage, WI
Snoqualmie, WA
Montague, MA
Tuscaloosa, AL
Kenmore, WA
New Hanover County, NC
McCook, NE
Atlanta, GA
Portland "Beech", OR
Tuscon, AZ
Pine Ridge, SD
Wounded Knee, SD
Hopkinsville, KY
Amherst, NY
Yellow Springs, OH
Vista, CA
Cypress, TX
Oakland, CA
Zelienople, PA
Israel "Hadera"
Israel "Netanya"

2014
Baker, MT
Tulalip Tribes, WA
Marshfield, MA
Issaquah, WA
Louisville, KY
Cave Junction, OR
Wilkeson, WA
Newburgh, NY
Wilmington, DE

2013
Philadelphia, PA
Bingen, WA Phase II
Carnegie, PA
Arlington, TX
Seattle "Benefit", WA
Skatercity, Denmark
Spring, TX
Bob Burnquist, CA
Corpus Christi, TX
Scappoose, OR

And More...

ATTACHMENT: KEY PROJECT STAFF

James Klinedinst
Senior Project Manager

EDUCATION

Post Graduate Project Management Program,
University of Washington

Engineering Technology
Western Washington University

PROFESSIONAL EXPERIENCE

2005 - Present
Senior Project Manager
Grindline Skateparks

2017 - Present
Skatepark Assessment Specialist
Grindline Skateparks

20 Years of Construction Experience

OSHA 30 Certification

CESCL Certified Erosion & Sediment Control Lead

BIO

James works closely with the design and construction crews to bring projects in on schedule and on budget, with the quality of craftsmanship that Grindline is famous for. He is a highly skilled AutoCAD and Rhino technician with extensive insight towards graphic and drafting multimedia. James is responsible for cost estimating and construction estimating for bids. He works alongside the design team to cost estimate projects and produce real-time costing based on actual construction costs. James is ready to offer prompt response to anything that may arise during the bid and construction process. James has 18 years of skatepark experience and 300+ completed projects with his time at Grindline.

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Vancouver, WA (Marshall Park)

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Kamiah, ID
Lockport, NY
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Newton County, GA Phase 2 (Denny Dobbs)
Ocean City, MD
Oroville, CA
Republic, WA
San Juan Capistrano, CA
Sammamish, WA
Troy, NY
Tucson, AZ (Cushing St)
Valparaiso, IN
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Edmonds, WA
Ellicottville, NY

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Skatercity, Denmark
Spring, TX
Bob Burnquist, CA
Corpus Christi, TX
Scappoose, OR

And More...

GRINDLINE
SKATEPARKS, INC.

BIO

Brett Johnson initially joined the Grindline Team as an intern while in his 3rd year of Washington State University's Voiland College of Engineering and Architecture. With his degree in Civil Engineering and specialty in Structural Engineering, Brett brings highly valuable engineering knowledge to the world of skatepark design. He uses his skateboarding experience, 3D modeling capabilities, and his advanced CAD drafting skills to both produce and display informed, functional, and buildable skatepark terrain. Brett applies his engineering focus on designing safe and economical skateparks for a changing environment and increases the efficiency in the use of skatepark construction materials.

Brett Johnson
Lead Designer

EDUCATION

Bachelors in Civil Engineering
Washington State University

Pierce College
University of Washington

PROFESSIONAL EXPERIENCE

2020 - Present
Lead Designer
Grindline Skateparks

2015 - 2020
Design Associate
Grindline Skateparks

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Bellevue, WA
Pine Point, MN
San Diego, CA
Coeur d'Alene, ID
Olympia, WA
Madisonville, KY

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Monroe, WA
Amherst, NY
Buckley, WA
San Francisco 'Hilltop", CA
Anaheim, CA
Middleton, ID
Lake Stevens, WA
Sonoma, CA
Bryan, TX
Colfax, CA
Boise, ID
Ashdod, Israel
Star, ID
Marshfield, MA
Union Gap, WA
Coeur D' Alene, ID

2015
Portage, WI
Snoqualmie, WA
Montague, MA
Tuscaloosa, AL
Kenmore, WA
New Hanover County, NC
McCook, NE
Atlanta, GA
Portland "Beech", OR
Tuscon, AZ
Pine Ridge, SD
Wounded Knee, SD
Hopkinsville, KY
Amherst, NY
Yellow Springs, OH
Vista, CA
Cypress, TX
Oakland, CA
Zelienople, PA
Israel "Hadera"
Israel "Netanya"

GRINDLINE
SKATEPARKS, INC.

Rob Owen
Site Superintendent

EXPERIENCE

Foreman on over 50 Grindline skateparks

28 years skateboarding

18 years concrete skatepark construction

12 years employed by Grindline

BIO

Rob spent his formative years in Milwaukee, growing up skating the legendary Turf Skatepark. This taste for concrete skate facilities manifested itself when he moved to Seattle in 1996, with Rob being a member of a core group responsible with the construction of the West Seattle Bowls, a private backyard pool which currently resides in Rob's backyard. After working on many of the most famous skateparks being built during the late 90's, Rob became a founding member of Grindline Skatepark in 2002. Rob combines his quarter century of skateboarding with 18 years of construction experience to come up with creative techniques and solution to modern skateparks. Whether it's unique over vertical structures or artistic uses of color and textures, Rob is constantly pushing the art and science of skateparks design and construction.

PROJECTS

John Stiff Park Skatepark Amarillo, TX

Rob pioneered the construction of hemispherical cradles ,and in 2005 he had an idea for a funneled fullpipe with a cradle at the end. Amarillo was looking for something unique to put them on the map in the skatepark world and the funneled fullpipe cradle concept fit the bill. Rob was able to visualize and construct this one of a kind feature while remaining on schedule and budget.

Kiwanis Skatepark Yakima, WA

For this project, Rob developed techniques to use broadcast color and stamping cost effectively within our skateparks which give the feel and look of brick but are much more durable and cheaper to construct. The design featured skatepaths that weaved around and through many mature trees onsite. Rob completed the park on schedule and budget, and prevented any harm to the trees during construction.

St. Helena Skatepark St. Helena, CA

Rob completed this 17,000 sq ft park in 2010, and it has been a hit with skaters throughout Northern California and beyond. After the design was complete the site had to be changed due to archeological discoveries. Because of high water table levels at the new site the bowls needed to be elevated, and grindline had to modify the park to fit the new site. Rob came up with an idea of flowy paths of street elements that circumnavigate around the central bowls. The skatepark features colored concrete throughout and thoughtful placement of stamped brick banks.

John Stiff Park Skatepark , Amarillo, TX

GRINDLINE
SKATEPARKS, INC.

Patricia Trauth PLA, AICP, LEED AP

Patricia Trauth is an Principal at RICK and has more than 30 years of experience providing landscape architectural services to the southern California region. As a licensed landscape architect in California, a certified planner and a LEED accredited professional, she has planned and designed numerous public projects throughout the Los Angeles basin. Her projects have received awards from organizations including CMAA, ASCE, APWA, ULI, APA, ASLA, and NAVFAC. Throughout her career Patricia has been an active practitioner of sustainable design. She has been responsible for spearheading projects through LEED certification. Patricia is the Landscape Architect of record for a dozen projects at the San Diego International Airport and has shifted the airport's philosophy to embrace a regional, drought tolerant landscape.

Her publications include Mission First – Smart Growth for Navy and Marine Corps Installations presented at the American Planning Association Federal Division Annual Conference, 2012; and You Can't Fake Sincerity – Time Tested Rules for Public Participation presented at the Land Development West Symposium, 2007 and the American Planning Association California Conference, 2006. Patricia has taught landscape architecture at San Diego State University, the NewSchool of Architecture & Design, and Mesa Community College. Representative projects include:

Duck Farm, La Puente, CA: Patricia served as Landscape Architect of record for a 22-acre linear park located between the San Gabriel River and Interstate 605. The constrained site is 14 miles from downtown Los Angeles and includes high voltage power lines, railroad lines, and highway billboards. Once completed, the park will triple the open space available to residents within a mile of its boundaries. The transmission towers become the hub of thematic areas that symbolize sun, wind, water, and photosynthesis. Park amenities include native planting, custom fencing and trellis structures, as well as educational and interpretative signage.

Corona Del Mar State Beach, Newport Beach, CA: Patricia served as Landscape Architect of Record for park improvements which included the lifeguard station and concession building pedestrian paving, a series of curvilinear seat walls that help to mitigate wind erosion along the beach, pockets of turf for sunbathing, and upgrades to the existing landscape.

Orange County Great Park Master Plan Modification 2, Irvine, CA: As Landscape Architect, Patricia is working closely with the City of Irvine and design professionals, Patricia was part of the team that provided updated plans for the Orange County Great Park Master Plan Modification No. 2. This document was a compilation of numerous plans and documents that represented the Orange County Great Park Improvement Area Concept Plans and Programming as well as the minor modification No. 1 document. As a landscape architect, Patricia focused on maintaining the vision for the park, while updating the plans and incorporating design strategies into a single, cohesive document helping the City of Irvine envision the future of their Great Park. The document provides the City of Irvine with an updated master plan for future planning and implementation.

PROJECT ASSIGNMENT
Principal

YEARS OF EXPERIENCE
34

YEARS WITH RICK
6

EDUCATION
MLA, Landscape Architecture
University of Arizona
BFA, Design; BS, Education
Bowling Green State University

REGISTRATION
Landscape Architect in CA, No. 3247

Certified Planner
American Institute of Certified Planners (AICP), No. 019634

U.S Green Building Council
Leadership in Energy and Environmental Design
Accredited Professional LEED AP

PROFESSIONAL AFFILIATIONS
Traffic & Public Safety Commissioner, City of Encinitas, 2021-24

American Society of Landscape Architects (ASLA)
– Trustee
– Past President
– Past Vice-President
– Member

Landscape Architects Technical Committee (LATC), State Regulatory Board
- Governor Appointment Board Member, 2015-2027

American Planning Association (APA)
- Member

South County Economic Development Council
- Former Board of Director
- Member

RICK ENGINEERING COMPANY

Dan Burk PE

Dan Burk is a Principal Project Engineer at RICK's Orange County office. During the last 18 years at RICK, Dan has served as Project Engineer leading a staff of engineering designers and drafters in the preparation of preliminary and final construction documents for public and private clients, specifically in residential developments, roadway, highway, and commercial site improvements. Representative projects include:

San Juan Capistrano Skate Park, San Juan Capistrano, CA: Dan served as the Project Manager in the performance of design and boundary surveys, the preparation of a Water Quality Management Plan, SWPPP, site precise grading plans and off-site utility plans. Dan oversaw design of the proposed hardscape, grading, sewer system, water system, and storm drain system, which included a lift station in order to drain the deeper bowls. Dan coordinated closely with the City management team, skate park designers and other subconsultants.

McVicker Canyon Skate Park, Lake Elsinore, CA: Dan served as Project Manager for the McVicker Canyon Skate Park, a design-build project in the City of Lake Elsinore. The original McVicker Canyon Skate Park opened in 2002 and was the City's first skate park but was closed in October 2017 due to severe vandalism and deterioration that made it unsafe for the community. The new and improved 13,000 square foot skate park features amenities for all different talent levels, including a beginner bowl, quarter pipe, a-frame, and snake run bowl. Construction commenced in August of 2018 and was completed in January of 2019. As project manager, I directed and oversaw the design surveys, demolition plans, grading and storm drain plans, erosion control plans, water quality coordination, and construction support.

SR-74 at Grand Avenue Roadway Widenings, Lake Elsinore, CA: Dan prepared Street Improvement Plans for the widening of SR-74 and Grand Ave in the City of Lake Elsinore. The plans included street widening, storm drain improvements, superelevation diagrams, signing & striping improvements, utility relocations, and a new signal at the intersection of Grand Ave & SR-74. Plans & supporting documents were processed through Caltrans District 8, the City of Lake Elsinore, and RCFC&WCD. The widening of SR-74 also required a Design Standard Decision Document (DSDD), which was processed through Caltrans concurrently with the plans.

Westridge at Canyon Hills, Lake Elsinore, CA: Dan served as Project Manager for this 464 detached dwelling unit development with five (5) planning areas on 125 acres taking access from Railroad Canyon Road east of I-15. In addition, the project included the design and construction of a Rec Center, dog park, two (2) water quality basins, and a commercial lot. The project was initially mass graded into 5 superpads, each with a separate temporary debris/sediment basin. Total earthwork for the project exceeded 2.5 million cubic yards of cut and fill. The ultimate storm drain system consisted of over a mile of RCP ranging in size from 18" diameter to 60" diameter with over 60 drainage structures. The total contract amount was $2.9 million (including survey).

PROJECT ASSIGNMENT
Principal Project Engineer

YEARS OF EXPERIENCE
23

YEARS WITH RICK
20

EDUCATION
BS, Civil Engineering
Washington State University

REGISTRATION
Professional Engineer in CA, No. 65398

PROFESSIONAL AFFILIATIONS
American Public Works Association (APWA)

American Society of Civil Engineers (ASCE)

Building Industry Association (BIA) Southern California and Inland Empire

RICK ENGINEERING COMPANY

Declaration

Per Chapter 3.10 – Design Build Projects of the City's Municipal Code please find the following declarations:

- Applying members of the design-build entity have not had a surety company finish work on any project within the past five years.
- Applying members of the design-build entity have not had any of the following:

1. Civil or criminal violations of the Occupational Safety and Health Act against any member of the design-build entity;
2. Civil or criminal violations of the Contractors' State License Law against any member of the design-build entity;
3. Any conviction of any member of the design-build entity of submitting a false or fraudulent claim to a public agency;
4. Civil or criminal violations of federal or state law governing the payment of wages, benefits, or personal income tax withholding, or of Federal Insurance Contributions Act (FICA) withholding requirements, state disability insurance withholding or unemployment insurance payment requirements against any member of the design-build entity. For purposes of this section, only violations by a design-build entity member as an employer shall be deemed applicable, unless it is shown that the design- build entity member, in his or her capacity as an employer, had knowledge of a subcontractor's or employee's violations or failed to comply with the conditions set forth in Section 1775(b) of the State Labor Code;
5. Civil or criminal violations of federal or state law against any design-build entity member governing equal opportunity employment, contracting or subcontracting;
6. Any construction or design claim or litigation totaling more than fifty thousand dollars pending or settled against any member of the design- build entity over the last five years;
7. Any debarment, disqualification or removal from a federal, state, or local government public works project. Provision of a declaration that the design-build entity will comply with all other provisions of law applicable to the project. The declaration shall state that reasonable diligence has been used in its preparation and that it is true and complete to the best of the signer's knowledge.