RESOLUTION NO. 2022-313-R

A RESOLUTION AUTHORIZING A CHANGE ORDER TO AGREEMENT WITH HOAR CONSTRUCTION, LLC, FOR THE MULTI-PURPOSE VENUE AND BALLPARK PROJECT

WHEREAS, the City Council authorized an agreement with Hoar Construction, LLC, ("Contractor") on September 18, 2018, by Resolution 2018-284-R, for the construction of the City's Multi-Use Venue and Ballpark project; and

WHEREAS, the City Council authorized Resolution 2021-379-R to provide for the City's contribution to repairs to the ballpark field grading, drainage system, and turf; and

WHEREAS, the Director of Development Services has informed the City Council that due to price escalations due, in part to the to delayed start date of the project and changes to field standards, the cost for the field subcontractor to make the necessary repairs to meet specifications for the ballpark will cost an additional fifty thousand, six hundred thirty-one dollars (\$50,631.00) and a five thousand dollar (\$5,000) contingency is recommended to cover further unforeseen costs;

NOW, THEREFORE, BE IT HEREBY RESOLVED by the City Council of the City of Madison, Alabama, that the City Council finds that the pricing, amendments, and justifications set forth by the Director of Development Services establish that the proposed Change Order is appropriate.

BE IT FURTHER RESOLVED that, except for the extension or cancellation of the relationship established by such acceptance and execution, the Mayor or his designee shall be hereby authorized to execute any and all documentation necessary to enforce and comply with the terms of the Change Order; and

BE IT FURTHER RESOLVED that the original contract between the City and Contractor is hereby amended to authorize the work described in the proposed Change Order, and that all other actions taken prior to the date of this resolution are ratified, and the provisions of the original contract remain unchanged.

	Ranae Bartlett, City Council President City of Madison, Alabama
ATTEST:	
Lisa D. Thomas, City Clerk-T City of Madison, Alabama	reasurer