



## CITY OF MARSHALL AGENDA ITEM REPORT

<b>Presenter:</b>	Jason Anderson
<b>Meeting Date:</b>	Tuesday, December 19, 2023
<b>Category:</b>	NEW BUSINESS
<b>Type:</b>	ACTION
<b>Subject:</b>	Project SWM-002: Legion Field Stormwater Improvements Project-Phase II - Consider Change Order No. 3 (Final) and Acknowledgement of Final Pay Request (No. 3)
<b>Background Information:</b>	<p>Phase II improvements included a new pipe crossing of the railroad tracks and a ponding improvement north of the tracks and south of the Parkway Addition to manage the stormwater runoff from the developed land south of the BNSF railroad tracks. The developed industrial area south of the railroad tracks had been nearly completely covered by impervious surfacing for many years, and the development pre-dated current requirements for on-site stormwater management. This resulted in development that sheds stormwater quickly without managing the volume of stormwater runoff that is generated.</p> <p>The items on Change Order No. 3 (Final Reconciling Change Order) for the above project are the result of final measurements and changes in item quantities during construction.</p> <p>All work has been completed in accordance with the specifications. Attached is a copy of Final Pay Request (No. 3) in the amount of \$146,410.61.</p>
<b>Fiscal Impact:</b>	Change Order No. 3 (Final) results in a contract decrease in the amount of \$15,176.46. The final contract amount was \$699,956.02. The original contract amount was \$703,749.60. The final calculations result in a total contract net decrease of \$3,793.58 or -0.54%.
<b>Alternative/ Variations:</b>	No alternative recommended.
<b>Recommendations:</b>	that the Council approve Change Order No. 3 (Final), resulting in a contract decrease in the amount of \$15,176.46 and acknowledge Final Pay Request (No. 3) in the amount of \$146,410.61 for the above-referenced project to Towne & Country Excavating LLC of Garvin, Minnesota, contingent upon receipt of all final closeout documents from the contractor.