ROCHELLE CITY COUNCIL REGULAR MEETING 8/28/2023 AGENDA ITEM NO.

SUBJECT: Ordinance accepting and awarding the proposal of Porter Brothers Inc for the site development of the Rochelle/Ogle-Lee Fire Protection District Joint Training Facility

Staff Contact: David Sawlsville, Fire Chief

<u>Summary:</u> In November of 2021 Council approved a resolution authorizing the City Manager to execute an Intergovernmental Agreement with the Ogle-Lee Fire Protection District for the development of a Joint Training Facility located at 920 South Main Street in Rochelle.

- On June 5th the Planning and Zoning Board approved a special use permit to allow a Training Facility to be built within an I2 zone, and on June 12th the special use was approved by Council.
- On July 2nd a Notice to Bidders was published for Site Development to include earth excavation, the construction of water detention, base layer stone and gravel, the construction of two cement pads, asphalt paving, grass seeding, et al.
- On July 14th there was a bid opening at City Hall where four bids were opened and read aloud. Total bids range from \$891,549.23 to \$740,497.44 with Porter Brothers Construction Inc. of Freeport Illinois submitting the lowest bid.
- On July 19th this project was issued a building permit by the City of Rochelle Building Official.
- On August 8th the Board of Trustees for the Ogle-Lee Fire Protection District approved awarding the bid for site preparation to the low bidder Porter Brothers Construction Inc.

In November of 2022 the Ogle County Board awarded a \$50,000 grant to help off set the cost of two cement pads.

Funding Sources:

Source:	Budgeted Amount:	Proposed Expenditure:
FY2023		\$370,248.72

Strategic Plan Goal Application:

Core Service Delivery

Recommendation: Approve a resolution awarding the bid for site preparation for a joint training facility to Porter Brothers Construction in the amount of \$740,497.44 to split evenly with the Ogle-Lee Fire Protection District.

Supporting Documents: Exhibit A Bid Tabulation