

CITY OF TUALATIN

Staff Report

TO: Honorable Mayor and Members of the City Council

THROUGH: Sherilyn Lombos, City Manager

FROM: Mike McCarthy, City Engineer

Abby McFetridge, Engineering Associate

DATE: August 25, 2025

SUBJECT:

Consideration of Resolution No. 5904-25 Authorizing Amendment 1 to the Contract with Otak for Design of the 65th / Borland / Sagert Improvements Project.

EXECUTIVE SUMMARY:

In 2024, the City issued a Request for Proposals (RFP) for engineering the 65th / Borland / Sagert project to make traffic flow, safety, and walking and biking improvements to 65th Avenue at its intersections with Borland Road and Sagert Street. Of the proposals submitted, Otak scored the highest. On August 26, 2024, Council awarded Contract #2425-016 to Otak, Inc. for the first preliminary design phase.

Otak has completed preliminary design for this project to add a northbound right turn lane on 65th Ave at Borland Road, improve walking and cycling facilities, and other traffic flow and safety improvements. This contract amendment is for the next phase of this project - final design - to develop plans and bid documents, coordinate with utilities to move as needed, work with the neighbors to minimize impact, and support public outreach telling the community about the project.

The work covered by this Amendment 1 would add \$505,919.04 to the original preliminary design contract of \$217,984.04 for a total not-to-exceed contract value of \$723,903.08, with construction planned in 2027.

OUTCOME OF DECISION:

Approval allows Otak to continue with design, keeping the project eligible for potential federal earmark funding, and holds the 2027 construction timeline.

FINANCIAL IMPLICATIONS:

The Final Design phase is budgeted in the Transportation Development Tax (TDT) Fund. If the City secures federal funds, TDT funds would be used for the required local match, with possible funding assistance from Clackamas County.

ATTACHMENTS:

- Resolution No. 5904-25 Authorizing Amendment 1 to the Contract with Otak.