



## THE CITY OF KEY WEST

Post Office Box 1409 Key West, FL 33041-1409 (305) 809-3700

### EXECUTIVE SUMMARY

**Date:** March 8, 2023.

**To:** Patti McLauchlin, City Manager

**From:** Eric Augst, Special Projects Designer

**Cc:** Todd Stoughton, Assistant City Manager  
Christina Bernaldi, Finance Director  
Gary Volenec, P.E., Interim Engineering Director

**Subject:** Spencer's Boat Yard Seawall Repairs

#### **Action Statement**

Approve a Task Order Proposal for Artibus Design LLC under the City's General Engineering Services Agreement to perform design and permitting for the repair for Spencer's Boat Yard seawall.

#### **Background**

Spencer's Boat Yard seawall has deteriorated to the point of collapse and presents an unsafe environment for tenant(s) leasing the City owned property. For protection of property and the safety of all involved the City procured a proposal under the General Engineering Services Agreement to have Artibus Design LLC establish the limits and review the benthic survey of the seawall and sea bottom as needed to prepare design and permitting of the seawall replacement and maintenance dredging of the dock basins. Artibus Design LLC will provide all aspects of this proposal for a lump sum fee of \$152,580.00.

#### **Financial Issues**

This Task Order is for the design and permitting for an unbudgeted project which must be completed and funded using Infrastructure Reserves. We will transfer \$152,580 from reserve account 101-1900-519-9803 to account 101-1900-519-6300 for this expenditure. During the formulation for FY2023-2024 budget in the coming months, the projected construction costs for this project will be added to the requested project budget.

#### **Recommendation**

Approve a Task Order Proposal in the amount of \$152,580.00 for Artibus Design LLC under the City's General Engineering Services Agreement to perform design and permitting services for the repair of the City-Owned seawall located at Spencer's Boat Yard and to approve all necessary budget amendments.