

MINUTE ITEM

9/25/67

51. PROPOSED EXPENDITURE OF TIDELAND OIL REVENUE FOR SUBSIDENCE REMEDIAL WORK; CITY OF LONG BEACH - L.B.W.O. 10,249.

After consideration of Calendar Item 23 attached, and upon motion duly made and unanimously carried, the following resolution was adopted:

THE COMMISSION APPROVES COSTS PROPOSED TO BE EXPENDED BY THE CITY OF LONG BEACH, INCLUDING SUBSIDENCE REMEDIAL WORK, AS INDICATED ON EXHIBIT "A" ATTACHED AND HEREBY MADE A PART HEREOF, FOR THE PERIOD SEPTEMBER 25, 1967, TO TERMINATION DATE; SUBJECT TO THE CONDITIONS THAT THE AMOUNTS, IF ANY, OF EACH OF THE ITEMS TO BE ALLOWED ULTIMATELY AS SUBSIDENCE COSTS, DEDUCTIBLE UNDER SECTION 4(a) OF CH. 138/64, 1ST E.S., WILL BE DETERMINED BY THE COMMISSION UPON AN ENGINEERING REVIEW AND FINAL AUDIT SUBSEQUENT TO THE TIME WHEN THE WORK UNDER ANY OF THESE ITEMS IS COMPLETED; AND THAT THE WORK CONFORM IN ESSENTIAL DETAILS TO THE PLANS AND BACKGROUND MATERIAL HERETOFORE SUBMITTED TO THE COMMISSION. FURTHER, THE COMMISSION AUTHORIZES THE EXECUTION OF APPROPRIATE WRITTEN INSTRUMENTS REFLECTING THE COMMISSION'S CONDITIONAL APPROVAL.

Attachment

Calendar Item 23 (3 pages)

PROPOSED EXPENDITURE OF TIDELAND OIL REVENUE
FOR SUBSIDENCE REMEDIAL WORK
CITY OF LONG BEACH

SUBSIDENCE REMEDIAL PROJECT: Seaside Railroad Yard Reconstruction in the Long Beach Harbor District (engineering and other Phase I work).

SUBSIDENCE ELEMENTS

- a. City's estimate: Remove track and pavement, shift and raise track, excavate and place earth fill.
- b. Staff analysis: Initial study concludes that some subsidence costs are included but not necessarily all those estimated by the City.

COST OF PROJECT

- a. City's estimate: \$54,300. Subsidence portion: \$14,100
- b. Staff comment: Found reasonable. Final determination is subject to analysis upon completion of the work.

STATUTORY AUTHORITY

- a. City reference: Ch. 138/64, 1st E.S., Section 1(e)
- b. Staff determination: Agreement

OTHER PERTINENT INFORMATION: Details of the project are set forth in letter dated August 3, 1967, from the City Attorney, requesting prior approval of the Commission.

EXHIBITS:

- A. Cost estimate
- B. Vicinity sketch
- C. Detail sketch
- D. Photographs

IT IS RECOMMENDED THAT THE COMMISSION APPROVE COSTS PROPOSED TO BE EXPENDED BY THE CITY OF LONG BEACH, INCLUDING SUBSIDENCE REMEDIAL WORK, AS INDICATED ON EXHIBIT "A" ATTACHED AND HEREBY MADE A PART HEREOF, FOR THE PERIOD SEPTEMBER 25, 1967, TO TERMINATION DATE; SUBJECT TO THE CONDITIONS THAT THE AMOUNTS, IF ANY, OF EACH OF THE ITEMS TO BE ALLOWED ULTIMATELY AS SUBSIDENCE COSTS, DEDUCTIBLE UNDER SECTION 4(d) OF CH. 138/64, 1ST E.S., WILL BE DETERMINED BY THE COMMISSION UPON AN ENGINEERING REVIEW AND FINAL AUDIT SUBSEQUENT TO THE TIME WHEN THE WORK UNDER ANY OF THESE ITEMS IS COMPLETED; AND THAT THE WORK CONFORM IN ESSENTIAL

CALENDAR ITEM 23. (CONTD.)

DETAILS TO THE PLANS AND BACKGROUND MATERIAL HERETOFORE SUBMITTED TO THE COMMISSION. IT IS FURTHER RECOMMENDED THAT THE COMMISSION AUTHORIZE THE EXECUTION OF APPROPRIATE WRITTEN INSTRUMENTS REFLECTING THE COMMISSION'S CONDITIONAL APPROVAL.

Attachment: Exhibit "A"

EXHIBIT "A"

<u>ITEM</u>	<u>AFE</u>	<u>WORK PROPOSED</u>	<u>LBHD ESTIMATED SUBPROJECT EXPENDITURES SEPTEMBER 25, 1967 TO TERMINATION</u>	<u>ESTIMATED SUBSIDENCE COSTS</u>
1	*	Back Area, Piers A to D; Subproject: Seaside Railroad Yard Reconstruction	\$54,300	\$14,118(26%)

* AFE to be assigned

NOTE:

1. The term "1st Phase" consists of costs of preliminary work expended subsequent to review of preliminary plans and/or other adequate description. (Typical "1st Phase" costs are engineering design, contract administration and advertising, preparation of site by Harbor Department forces.) For work within the same approved time period, any excess of "1st Phase" approved costs over actual expenditures may be added to "2nd Phase" approvals after date of "2nd Phase" approvals.
2. The term "2nd Phase" consists of additional costs approved subsequent to review of detail construction plans and/or other data sufficient to guide construction operations.