



Building A Better Long Beach

September 21, 2009

REDEVELOPMENT AGENCY BOARD MEMBERS

City of Long Beach
California

RECOMMENDATION:

Approve and authorize the Executive Director to execute a contract amendment with EDAW AECOM in an amount not to exceed \$150,000 for the preparation of the Downtown Community Plan and Program Environmental Impact Report (Central, Downtown – Districts 1, 2)

DISCUSSION

On April 7, 2008, the Redevelopment Agency (Agency) approved a contract with EDAW AECOM (EDAW) in an amount not to exceed \$600,000 for the preparation of the Downtown Community Plan (Plan) and Program Environmental Impact Report (EIR). Since then, staff has been working with EDAW, the Downtown Steering Committee and key downtown stakeholders (Team) to prepare the draft Plan.

The Team has embarked upon an extensive community participation process with the downtown community. Presentations and study sessions have been conducted with City Councilmembers, the Agency Board and the Planning Commission. Additionally, presentations have also been made to numerous community groups and agencies.

Though the original scope and budget did not anticipate such an extensive outreach process, the comments and insight gained from the downtown community have been invaluable in the development of a plan. New areas of analysis have been identified, as well as opportunities to further expand current standards and guidelines that were originally proposed in the draft Plan.

To that end, staff is recommending an extension to the contract with EDAW to allow for additional outreach and further environmental analysis. The current contract expired on September 18, 2009. An amendment allowing a one-year extension and an appropriation in an amount not to exceed \$150,000 will allow the Team to complete the Plan and EIR in early 2010. The cost will be shared proportionately between the Central and Downtown Redevelopment Project Areas.

SUGGESTED ACTION:

Approve recommendation.

Respectfully submitted

CRAIG BECK
EXECUTIVE DIRECTOR