



MEMORANDUM

July 12, 2024

TO: MEMBERS, PORT COMMISSION
Hon. Kimberly Brandon, President
Hon. Gail Gilman, Vice President
Hon. Willie Adams
Hon. Steven Lee

FROM: Elaine Forbes
Executive Director

SUBJECT: Request authorization to advertise for competitive bids for Construction Contract No. 2857, Crane Cove Park Playgrounds and Dog Park.

DIRECTOR'S RECOMMENDATION: Approve the Attached Resolution No. 24-32

EXECUTIVE SUMMARY

Port staff requests the Port Commission authorize the advertisement for competitive bids for Construction Contract No. 2857, Crane Cove Park Playgrounds and Dog Park (the "Project"). Crane Cove Park ("Park") is located on the Southern Waterfront along Illinois Street between 18th and 19th Streets (see attached Exhibit "A" for the Area of Work Location Map).

This Project's goal is to meet the Port's commitment to the public during the design of the Park to provide designated children and dog play areas at the Park. The Park elements to be constructed as part of the Project were previously removed from the scope of work when the Park was initially constructed due to insufficient funds. The following features are included in the scope of the Project: the "Rigger's Yard" which is a natural play area in the existing planting areas at the north end of the park; the children's playground, "Tot Lot," which will have children's play structures; a fenced-in area for dogs, "Dog Park," on the east side of the Park; new security fencing to secure the Pier 68 Shipyard ("Shipyard"); and new paving and lighting.

THIS PRINT COVERS CALENDAR ITEM NO. 10A

The Project is funded by a grant from the San Francisco Parks Alliance as well as a Federal Emergency Management Act (FEMA) grant specifically funding the security fencing between the Pier 68 Shipyard and the Park; the FEMA grant requires a small Port match as described below.

STRATEGIC OBJECTIVES

The Project supports the Port's 2021-2025 Strategic Plan through the following goals:

Evolution:

Evolve the waterfront to respond to changing public and Port needs.

The Project will fulfill the Port's commitment to the public to construct children and dog play areas at the Park. It will improve Port open spaces at Crane Cove Park to provide publicly desired amenities and activities while meeting security needs for the Shipyard using philanthropic and FEMA funds.

Engagement:

Engage constituents and the public on Port functions and activities.

The addition of play areas for children and dogs at the Park will further activate the Park and engage constituents and the public in Port functions and activities.

PROJECT BACKGROUND AND SCOPE

In its original design, the Park included a children's playground, a natural play area called the "Rigger's Yard," and a fenced-in Dog Park. When construction of the Park was advertised for bid in 2017, the bids came in above budget and these features were removed from the scope of work. Since then, the Port has worked with the San Francisco Parks Alliance (SFPA) to raise funding to construct these features¹.

The Port has prepared and updated the previous designs for these features and is ready to advertise the contract for construction.

The scope of work is presented in the figure presented in Attachment A and includes:

- Construction of the "Rigger's Yard" which is a natural play area in the existing planting areas at the north end of the park. It will include play elements inspired by the site's ship-building history using keel blocks and cribbing units to form climbing and seating structures.
- Construction of a children's playground ("Tot Lot"). This consists of traditional playground structures with a climbing tower and slide, swing, and spinner. The location is within the existing park footprint in the area originally slated for the playground – a flat, triangle-shaped area with decomposed granite surfacing.

¹ Port Commission Resolutions regarding SFPA: 19-45 and 23-03

- Construction of a dog area (“Dog Park”). This will be located adjacent to the concrete slipway ramp on the east side of the Park and the Pier 68 Shipyard (see Attachment A). It will include concrete surfacing, pea gravel surfacing, and some additive bid alternates for dog play equipment and benches.
- Construction of a security fence. Because the Dog Park borders the Pier 68 Shipyard, the Project will include replacing and adding sturdier fencing that will meet security standards between the public park areas and the Shipyard. This work will be funded by a federal FEMA grant. In addition, there is an additive bid alternate for more fencing replacement along the Shipyard borders.

DISADVANTAGED BUSINESS ENTERPRISE AND OUTREACH EFFORTS

This proposed Project will receive FEMA funding and therefore is subject to federal Disadvantaged Business Enterprise (DBE) requirements instead of Local Business Enterprise (LBE) requirements of the City Administrative Code Chapter 14B. When a contract has federal funding, the requirements of that funding source supersede the local funding contract requirements. Federal grant funding does not allow the application of Chapter 14B as a contract requirement. A 22.2% DBE goal has been set for the Project.

REGULATORY PERMITS & APPROVALS

Below is a table of the regulatory permits and approvals applicable to work for the Project. Due to FEMA grant requirements, the Port also obtained an Environmental and Historic Preservation (EHP) approval from FEMA. A Port Building Permit will be secured prior to issuance by the Port of the notice to proceed.

Table 1: Permitting & Approval Summary

Agency	Permit or Approval Required and Status
San Francisco Planning Department (CEQA)	Community Plan Exemption (2015-001314ENV) to the <i>Eastern Neighborhoods Rezoning and Area Plans Final EIR</i> (Planning Department Case No. 2004.0160E) approved by the Planning Department on October 5, 2015, adopted by the Port Commission on October 13, 2015.
Bay Conservation and Development Commission (BCDC) Major Permit	Major Permit issued October 2017.
City and County of San Francisco Department of Public Health (DPH)	DPH regulates excavation and other dust-generating construction activity under the Health Code and has review and approval authority over soil-disturbing work within the Pier 70 Risk Management Plan (RMP) area. Crane Cove Park and Pier 68 are within this boundary. As required by the RMP, notification of proposed work for this project will be submitted to DPH 45 days prior to beginning work.
FEMA	Environmental and Historic Preservation (EHP) Approval in the letter issued March 11, 2024.
Port of San Francisco Building Permit	Permit to be secured prior to issuance of the Notice to Proceed.

SCHEDULE

The anticipated contract schedule is as follows:

Port Commission Authorization to Advertise Contract	July 2024
Advertise for Bids	July 2024
Port Commission Approval of Award of Contract	October 2024
Substantial Completion	September 2026

BUDGET AND FUNDING

Funding for construction including additive bid alternates (dog play equipment and additional security fencing) and a 10% contingency is shown in the table below. The construction of the Project will be funded by the following sources:

Source	Amount
San Francisco Parks Alliance Grant	\$2,000,000
FEMA Grant (specific to security fence scope of work)	\$405,556
Port Local Match for FEMA	\$135,186
Total	\$2,540,742
10% Contingency	\$254,074
Project Total	\$2,794,816

SUMMARY AND RECOMMENDATION

Port staff is prepared to seek bids for the Project, and therefore respectfully ask the Port Commission for authorization to advertise for competitive bids for Construction Contract No. 2857.

Prepared by: Erica Petersen
Project Manager

For: Wendy Proctor
Interim Deputy Director of Engineering

Attachments: Attachment A - Area of Work Location Map

**PORT COMMISSION
CITY AND COUNTY OF SAN FRANCISCO**

RESOLUTION NO. 24-32

WHEREAS, Port staff seeks Port Commission authorization to solicit competitive bids for Construction Contract No. 2857, Crane Cove Park Playgrounds and Dog Park (the “Contract”); and

WHEREAS, The scope of work for the Contract includes the construction of new park elements at Crane Cove Park: the “Rigger’s Yard” which is a natural play area in the existing planting areas at the north end of the park; the children’s playground, “Tot Lot”, which will have children’s play structures, the “Dog Park” which will consist of a fenced-in dog park area, new security fencing along the Pier 68 Shipyard; new paving and lighting; and additive bid alternates for dog play equipment and additional security fencing; and

WHEREAS, The funding for the Contract, including a 10% contingency, is \$2,794,816; and

WHEREAS, The estimated Contract cost for the full bid package, including a 10% contingency, will be funded by a grant from the San Francisco Parks Alliance, a Federal Emergency Management Act (“FEMA”) grant, and Port matching funds for the FEMA grant; and

WHEREAS, The Port obtained a CEQA Community Plan Exemption Determination filed by the San Francisco Planning Department on October 5, 2015 (2015-001314ENV), a Bay Conservation and Development Commission (BCDC) Major Permit issued in October 2017, and an Environmental and Historic Preservation (EHP) Approval from FEMA in a letter issued March 11, 2024. The San Francisco Department of Public Health approvals for dust-generating work and a Port Building Permit will be obtained prior to the Port’s issuance of a notice to proceed; and

WHEREAS, Port staff have reviewed the Contract scope and funding sources for the Contract, and established a 22.2% DBE subcontractor participation goal; now, therefore be it

RESOLVED, That the Port Commission hereby authorizes Port staff to advertise for and accept competitive bids for Construction Contract No. 2857, Crane Cove Park Playgrounds and Dog Park; and be it further

RESOLVED, That the Port Commission authorizes Port staff to take further action in connection with the advertisement of the Contract as Port staff deems it necessary to achieve the purposes described in this Resolution.

I hereby certify that the foregoing resolution was adopted by the Port Commission at its meeting of July 16, 2024.

Secretary

ATTACHMENT A
AREA OF WORK LOCATION MAP

