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WIP Project Delivery Options

Municipal Separate Storm Sewer System Permit (MS4) Baltimore City Watershed Implementation Plan (WIP) Project Delivery Methods By Tracy Moffatt, Project Manager Leader Baltimore City DPW

> Eissa Haj-Hamad, P.E, Program Manager PRIME AE Group





WIP Project Delivery Options Outlines

- Background
- WIP Project Locations
- WIP Project Types
- Challenges / Solutions
- Project Funding/Delivery Methods
- Design and Construction Cost/Ac
- Current Program Status
- Accomplishments
- Lessons Learned
- Looking Forward
- Questions







Background

City of Baltimore's MS4 Permit

- Permit issued December 27, 2013
- Completion is <u>December 27, 2018</u>
- City is required to restore over <u>4,041</u> <u>acres of impervious surface area</u> by December 2018 to meet the required strategies and the 20% of the untreated area in the City
- <u>WIP identified 1,191 equivalent</u> <u>impervious acres</u> by installing stormwater management projects including traditional Best Management Practices (BMPs), Environmental Site Design (ESD) practices, and Alternative BMPs







Background (cont.)

City of Baltimore's MS4 Permit

- <u>2,766 equivalent impervious acres</u> by employing a variety of programs to improve water quality, including mechanical street sweeping, preventive inlet cleaning, and Illicit Discharge Detection and Elimination (IDDE)
- <u>279 equivalent impervious acres</u> by fostering partnerships to encourage private development of stormwater management
- Estimated cost for WIP projects combined is approximately <u>\$136 million (design,</u> construction, PAS, Trees, ROE's, CM, and engineering salaries)







WIP Project Locations



The WIP is a plan for achieving the 20% restoration requirement set out in the permit, in addition to attaining applicable waste load allocations (WLAs) for each established or approved Total Maximum Daily Load (TMDL) for each receiving water body.

- Jones Falls
- Middle Branch
- <u>Gwynns Falls</u>
- Inner Harbor
- SW Harbor
- Back River
- **Patapsco**





WIP Project Locations (Cont.)



Type of Projects

Type of Bundle	Total projects	Remarks
Alternative BMPs (Stream Restoration)	17	One stream is completed
ESD Practices	12	Micro-Bio-Retention= 33 Curb Bump Outs= 183 Impervious Area = 13
Alternative BMP (Impervious Area Removal/Lot Greening)	13	Schools Tree Planting
Structural / Traditional BMPs	4	Ponds





WIP Project Types

Structural / Traditional BMPs

Installing new ponds, wetlands, and large bio-retention facilities are typically in parks or major right-ofways. (14 million).











WIP Project Types (Cont.)

Environmental Site Design (ESD) Practices

ESD Practices are small stormwater facilities that treat 5 acres or less, including micro-bioretention, rain gardens, enhanced filters, permeable paving, and green roofs. Given the small size of these practices, they fit well into Baltimore's urban environment of streets, parking lots, small parks, and school grounds (32 million).









WIP Project Types (Cont.)

Alternative BMPs (Stream Restoration)

Approximately 60% of Baltimore's streams are highly degraded along the main stem, with eroding banks, collapsing outfalls, and exposed sewer lines. Stream restoration is an opportunity to reduce erosion and sedimentation, increase natural channel flow, and improve the health of the stream and adjacent riparian areas. (79 million)









WIP Project Types (Cont.)

Alternative BMP (Impervious Area Removal/Lot Greening)

Unused impervious parking spaces are used to construct bio-retentions, grass swale, sand filter, curb bump outs, grassed playground, tree planting etc. (12 million).











Challenges / Solutions

Challenge

- Right-of-Entry Agreements (ROE's)
- Need additional project site locations to meet City Target
- Design and construction schedules



Solution

- Regular meetings with DOT and Chief of Legal and Regulatory Affaire to develop streaming the process
- Select additional site locations and meet with stakeholders
- Work with designers to develop an aggressive action plan to deliver project in shortest time





Challenges / Solutions

Challenge

- OCAL approvals
- Contract Advertisement/ EAR Process



Solution

- Assigned Expeditors to help the designers with Erosion & Sediment Control Permits
- Met Contract Administration to schedule for the design NTP and advertisements
- Work with CA to help expedite the bid advertisements





Challenges / Solutions

Challenge

- Competition with other jurisdictions for qualified contractors
- Increasing construction costs
- Permits
- Staffing



Solution

- Conducted two contractor workshops and continue email blast
- Updated the construction estimate and met with Fiscal to discuss impact
- Met with MDE and other permit agencies to develop submittal schedule.
- Program Management Team (PMT) held training sessions, and City is adding new engineers







Program Funding Methods

- Funding Programs used by the City (Traditional Loans & Fees)
 - State Revolving Funding (SRF)
 - Water Infrastructure Finance and Innovation Act (WIFIA)
 - Private and non profit sources
 - Others (Stormwater Utilities Fees)
- Others (Not used by City)
 - Public-Private Partnerships (P3)
 - Cost Sharing
 - Capital Market







Program Delivery Methods

Project Delivery Methods used by the City

Traditional Design-Bid-Build (DBB)

• Procured early (less cost, longer time)

Project Delivery Methods NOT used by the City

Indefinite Delivery/ Indefinite Quantity (ID/IQ)

• Design Phase (Save procurement time, high cost, less time)

Design/Build (DB)

• Procured after 30% design (less cost, less time)

Contract and Management At Risk (CMAR) contracts.

(high cost, less time)

The City selected the DBB approach to implement the current WIP, may consider implementation of other delivery methods to expedite project delivery in the future.





Design Cost per Ac

Type of Projects		Design Budget	Average
	Current Eq.		Design Cost
	Acres		/Ac
Structural			
Traditional BMP's			
(Ponds)	103.91	\$ 2,915,502	\$ 28,057
ESD's	47.05	\$ 2,554,517	\$ 54,293
Alternative BMP's			
(Streams)	777.10	\$ 7,020,223	\$ 9,033
Alternative BMP's			
(Other)	48.28	\$ 1,013,202	\$ 20,985
Total	976.34	\$ 3,503,444	

For Ponds & ESD's:

- Average Design Cost increased (more than the WIP) due to less credit obtained during the design
- Actual areas of treatment were identified during design (Not identified in WIP)

For Streams:

• Average Design Cost is less than WIP.

By selected Longer stream lengths





Construction Cost per Ac

Type of Projects		Construction	Average] F
	Current Eq.	Budget	Construction	'
	Acres	-	Cost /Ac	•
Structural Traditional				
BMP's (Ponds)	103.91	\$ 20,055,000	\$ 193,003	
ESD's	47.05	\$ 13,188,477	\$ 280,307	
Alternative BMP's]
(Streams)	777.10	\$ 62,829,836	\$ 80,851	
Alternative BMP's				
(Other)	48.28	\$ 9,188,000	\$ 190,306	
Total	976.34	\$ 105,261,313		

For Ponds & ESD's:

Selected sites did not provide required credit – i.e. Fewer and smaller sites were available for projects.

For Streams:

 Average construction Cost is less than WIP

By selecting Longer stream length





Construction Cost per Ac (Including other Services)

Type of Projects		Construction	Average			
	Current Eq.	Budget	Construction	• Cost increased:		
	Acres		Cost /Ac			
Structural				WIP budget did not		
Traditional BMP's				include (Post Award		
(Ponds)	103.91	\$ 28,464,414	\$ 273,933	Services, Tree		
				Mitigation, ROE,		
ESD's	47.05	\$ 19,750,961	\$ 419,786	Construction		
Altornativo BMD's				Management, City		
(Streams)	777.10	\$ 93,094,570	\$ 119,797	Engineer's Salaries)		
Alternative BMP's						
(Other)	48.28	\$ 13,717,270	\$ 284,119			
Total	976.34	\$ 155,027,215				





WIP Cost per Project Type







Current Program Status

															12/27/2018				
Bundle #	8/1/16	10/1/16	12/1/16	2/1/17	4/1/17	6/1/17	8/1/17	10/1/17	12/1/17	2/1/18	4/1/18	6/1/18	8/1/18	10/1/18	12/1	/18	2/1/19	4/1/19	6/1/19
DC 7760R																			
ER 4097		Procureme	nt	Constru	iction 5 Month	n i i i i i i i i i i i i i i i i i i i													
ER 4019		Procureme	nt		C	Construction	12 Month												
ER 4020		Procureme	nt		Re-Advertise				Constructio	on 12 Month									
SDC 7788			Des	sign			Procurem	ent			Constructi	on 12 Month							
ER 4131			Design					Constructio	n 12 Month									-	
ER 4125			De	sign		Procu	rement	nt Construction 8 Month											
ER 4126					Design		Procurement Construction 8 Month												
ER 4130					Design		Procurement Construc				iction 8 Mo	nth							
ER 4018				Design			Proci	urement 6 N	lonth		Con	struction 10 l	Month					<i>6</i>	
ER 4021			Design			Pro	ocurement					Co	nstruction 2	24 Month					
ER 4122				Design				Procurem	ent		C	onstruction 1	.0 Month						
ER 4129					D	esign			Pro	ocurement		Cons	truction 8 I	Vonth					
ER 4127						Design	Design Procurement 8 Month Construction												
ER 4045						0	Design Procurement 10 Month Construct						tion						
EK 4046					Desig	gn			Pro	ocurement			Constru	iction 11 Mon	th :				
ER 4047							Design				Pro	rocurement Cons			Constr	struction 10 Month			
ER 4050									Design Pro		ocurement		Construction 10 Month						
ER 4124							Design		Procurement		Construction 1		tion 11	1 Month					
ER 4054								Desig	1		Procurement		C	Construction 11 Month					
ER 4107									Design			Procurement			Construction 11 Month				
ER 4110							Design								Constru	ction 11 Mor	nth		





Accomplishments

Project Status	Current WIP Acres	Number of Bundles	% of WIP
Expenditure Authorization Request (EAR)	37	2	4%
Design	596.1	17	64%
Advertisement Phase	283.0	3	26%
Construction	27.9	2	2%
Completed	32.1	2	3%

• Team is continuously looking for new site locations to earn more credits.





Lessons Learned

- Start the planning and identify project sites early.
- Adopt adaptive management strategies and discuss with City
- Coordinate with city agencies
- Develop ROE process and Obtain the ROE approvals early
- Avoid existing utilities
- Identify more BMPs
- Develop guidelines and as-built drawing standards



B15 Post-Construction







Looking Forward

- WIP is a living plan (plan, design, implement, evaluate, adjust)
- To Minimize design and construction cost by choosing appropriate site locations
- To Minimize the risk by selecting other project delivery methods
- To Develop inspection program
- To Develop Maintenance program
- To Develop monitoring program
- Document new innovative ideas during design and construction
- Recommend ways to improve the program







Questions?

Contact Information:

Tracy Moffatt City of Baltimore Project Manager Leader tracy.moffatt@baltimorecity.gov

Acting Chief – Mr. Azzam Ahmad Abel Wolman Municipal Building 200 N. Holliday Street, Room 309 Baltimore, MD 21201 azzamahmad@baltimorecity.gov Abel Wolman Municipal Building 200 N. Holliday Street, Room 309 Baltimore, MD 21201 410-396-4700

Eissa Haj-Hamad, P.E. PRIME AE Group Program Manager eissa.haj-hamad@baltimorecity.gov

Prakash Mistry Environmental Engineering Project Delivery Section (EEPDS) Engineer Supervisor prakash.mistry@baltimorecity.gov



