DIAMOND COAT	City of Hollywood						Hollywood City Hall 2600 Hollywood Blvd Hollywood, FL 33020 http://www.hollywoodfl.org
TORPORATED SIT	Legislation Details						
File #:	R-20)16-063	Version:	1	Name:	Reuse Water Syste 9077A)	em Expansion-Phase 2 (14-
Туре:	Reso	olution			Status:	Passed	
File created:	2/22	/2016			In control:	Department of Pub	lic Utilities
On agenda:	3/16	/2016			Final actio	n: 3/16/2016	
	City Officials To Execute The Attached Contract Between Florida Design Contractors, Inc. And The City Of Hollywood For Construction Services Related To Reuse Water System Expansion - Phase 2, Located At The Southern Regional Wastewater Treatment Plant As Identified In The 2007/2008 Wastewater System Master Plan, In The Amount Of \$840,000.00; And To Execute The Attached Authorization To Proceed For Work Order No. H&S 16-01 Between Hazen And Sawyer, P.C. And The City Of Hollywood For Construction Administration Services During The Construction Phase Of The Project, In An Amount Not To Exceed \$75,600.00; To Amend The Approved Fiscal Year 2016 Capital Improvement Program, As Set Forth In Exhibit A; And To Approve The Overall Project Funding For Construction, Construction Administration Services, Program Management Services, Testing And Permits For An Aggregate Amount Of \$990,600.00 (14-9077A).						
Sponsors:							
Indexes:							
Code sections:							
Attachments:	1. Reso - Reuse Water System Expansion-Phase 2.pdf, 2. Exhibit A - Reuse Water System Expansion-Phase 2.pdf, 3. Contract 9077A - Reuse Water System Expansion-Phase 2.pdf, 4. ATP - Reuse Water System Expansion-Phase2.pdf, 5. Bid Tabulation - Reuse Water System Expansion- Phase 2.pdf, 6. Bid Pg1 - Reuse Water System Expansion-Phase 2.pdf, 7. Bid Pg2 - Reuse Water System Expansion-Phase 2.pdf, 8. Solicitation - Reuse Water System Expansion-Phase 2.pdf, 9. Term Sheet - Florida Design Contractors, Inc. and Hazen and Sawyer Work Order 16-01.pdf, 10. BIS 16-110.pdf						
Date	Ver.	Action By	,			Action	Result
3/16/2016	1	Regular	City Comm	issior	n Meeting	adopt	Pass