

# CITY OF CHARLOTTESVILLE, VIRGINIA

## CITY COUNCIL AGENDA



<b>Agenda Date:</b>	May 2, 2005
<b>Action Required:</b>	Adoption of Appropriation Ordinance
<b>Staff Contacts:</b>	James E. Tolbert, AICP, Director
<b>Reviewed By:</b>	Gary O'Connell, City Manager
<b>Title:</b>	<b>Belmont Bridge Repair</b>

**Background:** As part of the City's agreement to participate in the First Cities Initiative for management of our Urban Allocation, a reconciliation of the past City projects was performed by VDOT. During that reconciliation, it was discovered that the City had \$908,000 remaining in federal funds that had not been spent. Additionally, in the FY'06 Six-Year Plan, VDOT has allocated \$552,000 for the Belmont Bridge Repair.

**Discussion:** The City has received a Bridge Inspection report prepared by our design consultants that suggest that repairs to the Belmont Bridge will be in the neighborhood of \$1.5 million. These repairs are needed to remedy substantial failures that have occurred in the bridge decking. The design report also estimates that a total bridge replacement could be performed for \$3 to \$3.5 million. VDOT is currently studying whether or not they will allow the repair of the bridge, or because of the extensive work necessary and repair cost relative to the replacement cost, whether or not they will require the bridge to be replaced.

In order to position ourselves for the repair, if that is allowed, and to set up a funding stream for replacement if necessary, staff recommends that the VDOT funds appropriated in the FY'06 Six-Year plan and the carry forward

funds be appropriated to the Capital Improvements Fund for a new Belmont Bridge Account in the amount of \$1,460,000.

**Budgetary Impact:** There are no negative budget impacts associated with moving these dollars. In fact, these federal dollars will provide necessary funding to do a much needed bridge repair or replacement project.

**Recommendation:** Staff recommends approval of the appropriation ordinance.

**Attachments:** Memo