Honorable Mayor and Members of the Hermosa Beach City Council Regular Meeting of December 11, 2001

## UNDERGROUND DISTRICT FORMATION - ENGINEERING COSTS - SOUTHERN CALIFORNIA EDISON

## **Recommendation:**

- 1. That the City Council approve expenditure of \$95,000 for engineering planning of three separate assessment districts; and,
- 2. Appropriate \$95,000 from Capital Project Funds to be reimbursed following district formation.

## **Background:**

Pursuant to City Council direction staff has obtained the engineering cost estimates for the following petition generated underground assessment districts.

Bayview Drive	63 Parcels	\$30,000
Bonnie Brea	165 Parcels	\$50,000
Beach Drive	31 Parcels	\$15,000
TOTAL		\$95,000

The engineering work that would be performed by SCE or its consultants, when completed, will provide the cost estimate that is used to begin the actual assessment district approval process. Once the estimate has been obtained, the assessment engineer prepares the engineers report, the cost per parcel is set, and the proposed assessment is mailed to each property owner along with a ballot to be returned. The assessment ballots are counted at a public hearing of the City Council. If more than 50% of the proposed assessments vote "yes", the district proceeds. The process, once the estimates are available, realistically will take six to nine months to the counting of the votes. The time frame for SCE to complete the estimate is two months

The Beach Drive district may be able to proceed on a different track as it appears that they will have near 100% sign up. The committee intends to meet with staff to develop a strategy to move this district along on a different track.

The funds advanced from the Capital Improvement Fund are returned once the district is formed and the bonds are sold. This is the same approach that we used with the other two districts now being completed. In the event the districts do not proceed, the City would not be reimbursed.

Respectfully submitted,

Stephen R. Burrell City Manager