ASTORIA DEVELOPMENT COMMISSION

City Council Chambers June 19, 2017

A regular meeting of the Astoria Development Commission was held at the above place at the hour of 9:05 pm.

Commissioners Present: Price, Jones, Brownson, Nemlowill, and Mayor LaMear

Commissioners Excused: None

Staff Present: City Manager Estes, Community Development Director Cronin, Parks and Recreation Director Cosby, Finance Director Brooks, Library Director Pearson, Fire Chief Ames, Police Chief Johnston, Public Works Director Cook, City Engineer Harrington, and City Attorney Henningsgaard. The meeting is recorded and will be transcribed by ABC Transcription Services, Inc.

REPORTS OF COMMISSIONERS:

No reports.

CHANGES TO AGENDA:

No changes.

REGULAR AGENDA ITEMS:

Item 5(a): Bond Street Retaining Wall Project Update (Public Works)

Because of a landslide in 2007, Bond Street has been closed to two-way traffic. Only one westbound lane of traffic is allowed limiting east west traffic to Marine Drive. The Public Works Department commissioned a geotechnical analysis completed in August 2015 to study the feasibility of adding a retaining wall that would allow the roadway to be restored to two- way traffic. The results of the study concluded that a wall could be built under the right conditions. Based on the results, the Public Works Department prepared an "order of magnitude" cost estimate of \$395,000 to construct a retaining wall, repair Bond Street for two-way traffic, and include low cost traffic calming measures.

The Astoria Development Commission (ADC) has completed a boundary expansion of the Astor West Urban Renewal District (AWURD), which includes the Bond Street right-of-way. The expansion was targeted to achieve the reopening of Bond Street to two-way traffic.

Based on discussions with Cornforth Consulting (our geotechnical team), local geologist Tom Horning, and our City team there is a general consensus that the City should not risk doing the project this summer/fall. With only June and July (2 months) available for drying of the slide mass and the corresponding high water table, the conditions are not favorable for completing the work without imposing undue risk. Staff plans to continue with plan development and working with the neighborhood on a traffic calming strategy in order to be ready for next year's construction window. Staff will also continue monitoring the conditions of the slide.

Staff will place the project bidding process on hold and bid the project in spring of 2018 in preparation for the 2018 August – October construction window pending a favorable review of the geologic conditions at that time.

City Engineer Harrington updated the Commission on efforts to build a retaining wall on Bond Street, which was included in the Agenda Packet.

City Manager Estes added that Staff planned to make a public presentation at a City Council meeting because the project was of great interest to the community.

Commissioner Jones asked if the recent excessive rainfall had created other areas of concern in the city. Engineer Harrington said Astoria has been very fortunate because there have many landslides this year in Oregon and Washington. Astoria is very resilient because the City makes adjustments every time there is a lot of rainfall. Recent road improvements capture water and keep it out of the ground and drains installed during CSO projects collect water from the trenches. Also, the budget for tree maintenance was just increased. Page 1 of 2 Astoria Development Commission Journal of Proceedings June 19, 2017 Commissioner Price said the incline at 3rd and Bond resulted in poor sight lines and asked if Public Works planned to make any changes at that intersection this year.

Engineer Harrington said Staff had met with neighborhood groups and is considering solutions. Staff would need to meet with affected property owners before moving forward.

NEW BUSINESS, MISCELLANEOUS, PUBLIC COMMENTS:

There were none.

ADJOURNMENT:

There being no further business, the meeting was adjourned at 9:11 pm.

ATTEST:

Secretary

APPROVED: Ci