

Discussion of Funding for Existing Sidewalk Repair

November 20, 2017



Overview

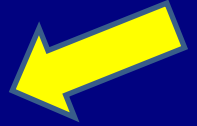
- ADA Transition Plan
- Update on assessment of existing sidewalks and funding needs
- Current sidewalk funding
- Options for additional funding
- Council feedback and direction

ADA Transition Plan

- Identifies structural changes needed and the steps necessary to complete them.
- At a minimum the plan
 - Identifies physical obstacles that limit accessibility (self evaluation)
 - Describes in detail the methods used to make accessible
 - Specifies a prioritized schedule to achieve compliance
 - Indicates the official responsible for implementation

Steps in Transition Planning

- Perform a field condition assessment
- Evaluate the results
- Collect feedback from the community
- Establish priorities for repairs
- Prepare the Transition Plan



Self-evaluation in the public Right-of Way

- Sidewalks **done**
- Curb ramps **underway**
- Pedestrian crossings
- Pedestrian signals
- Shared use trails

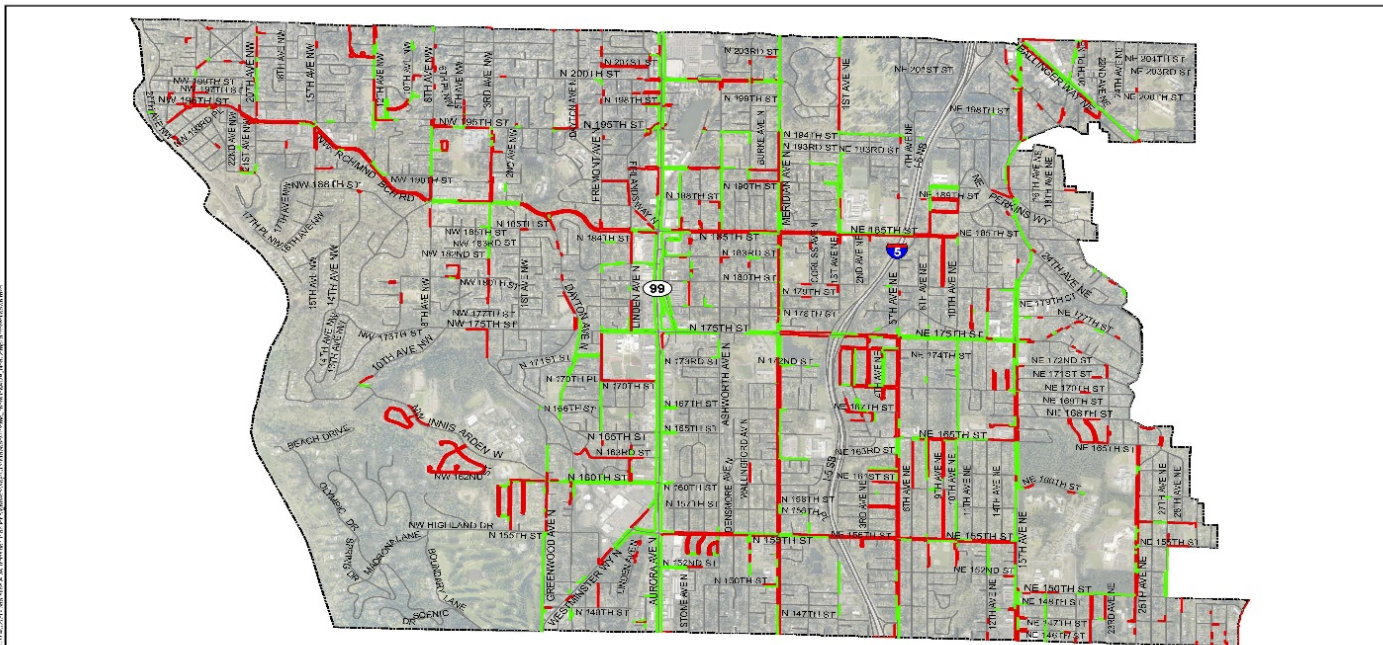
Sidewalk and ramp inspection



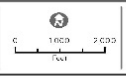
- Width
- Running Slope
- Cross slope
- Uplift
- DWP Present?



Areas for partial repairs



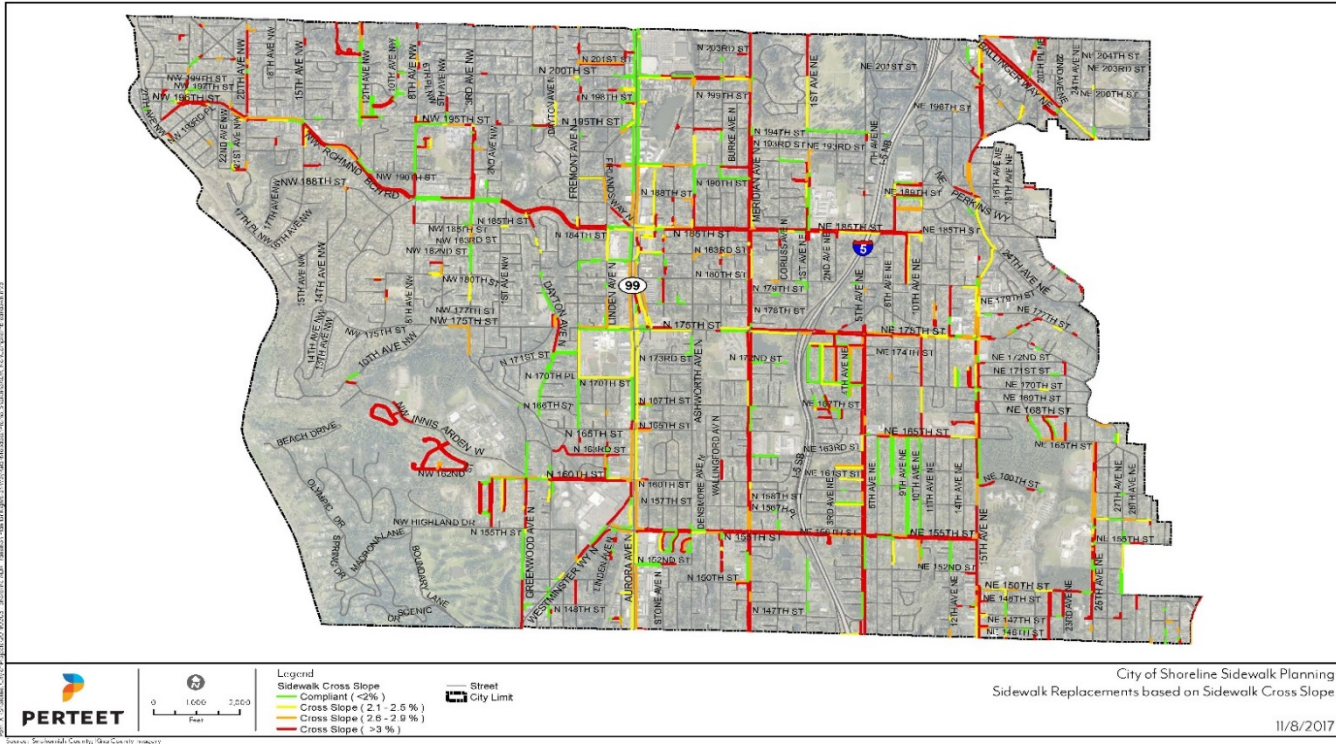
Map by City of Shoreline, 11/8/2017. Photo by City of Shoreline, 11/8/2017. Photo by City of Shoreline, 11/8/2017. Photo by City of Shoreline, 11/8/2017.



Legend	Street
— Sidewalk Compliance Displacement or Constrained Width	City limit
— Compliant	
— Non-Compliant	

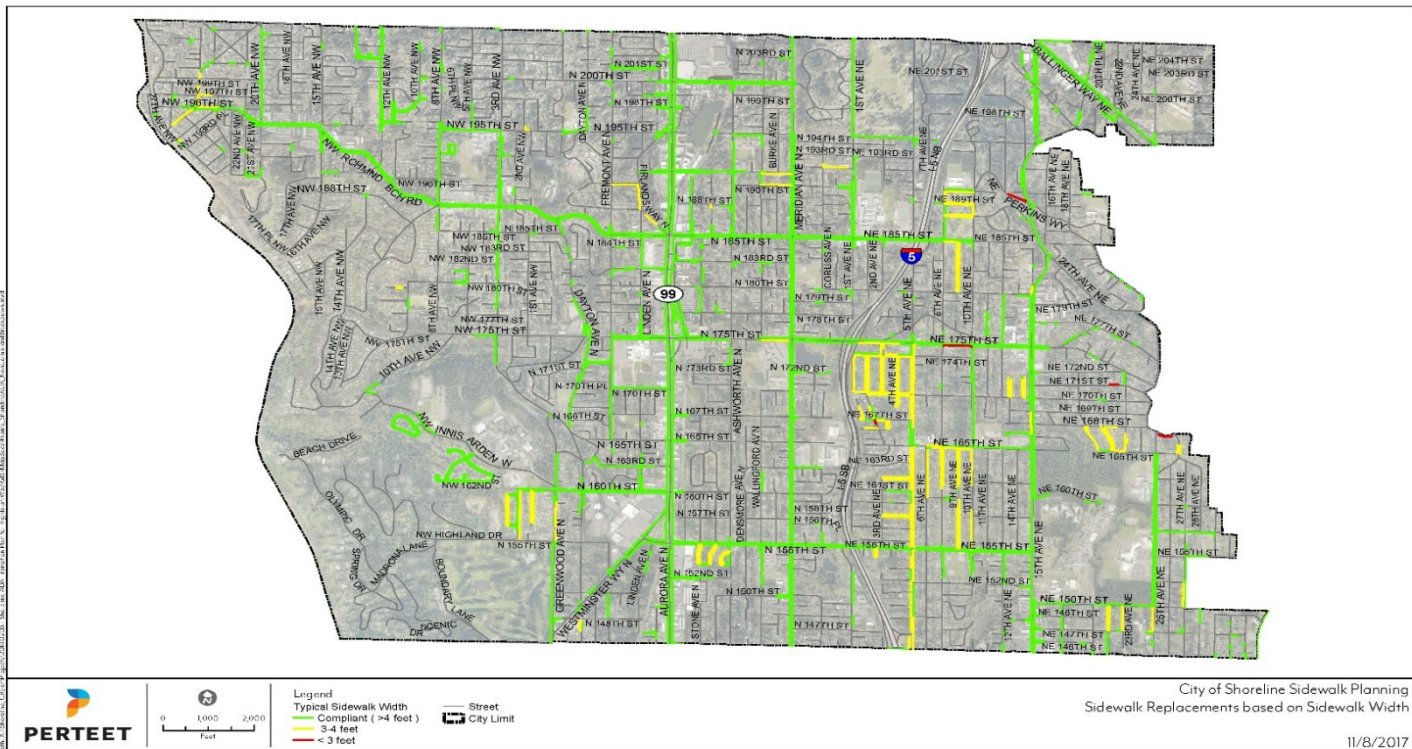
City of Shoreline Sidewalk Planning
 Partial Sidewalk Replacements
 based on Displacement and Constrained Width
 11/8/2017

Cross-slope

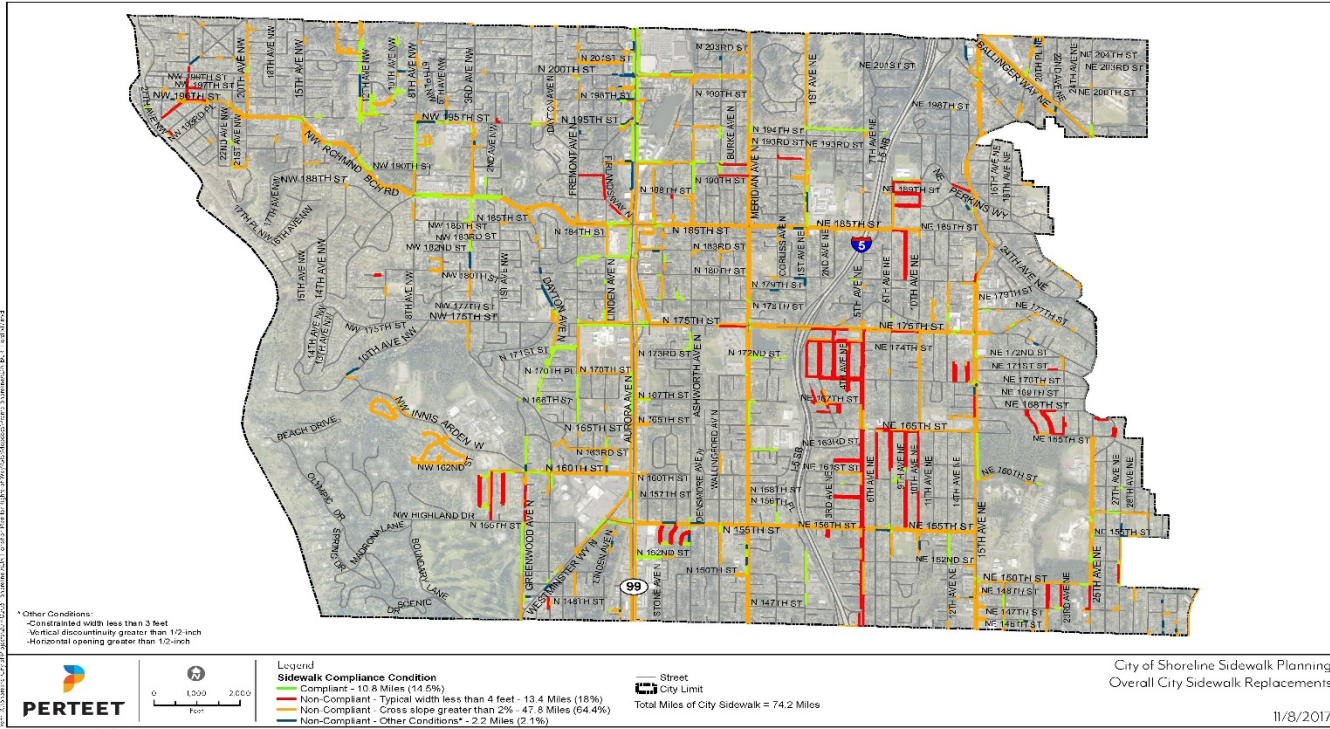


Map by PERTEET, 2017. City of Shoreline Sidewalk Planning. Sidewalk Replacements based on Sidewalk Cross Slope. 11/8/2017.

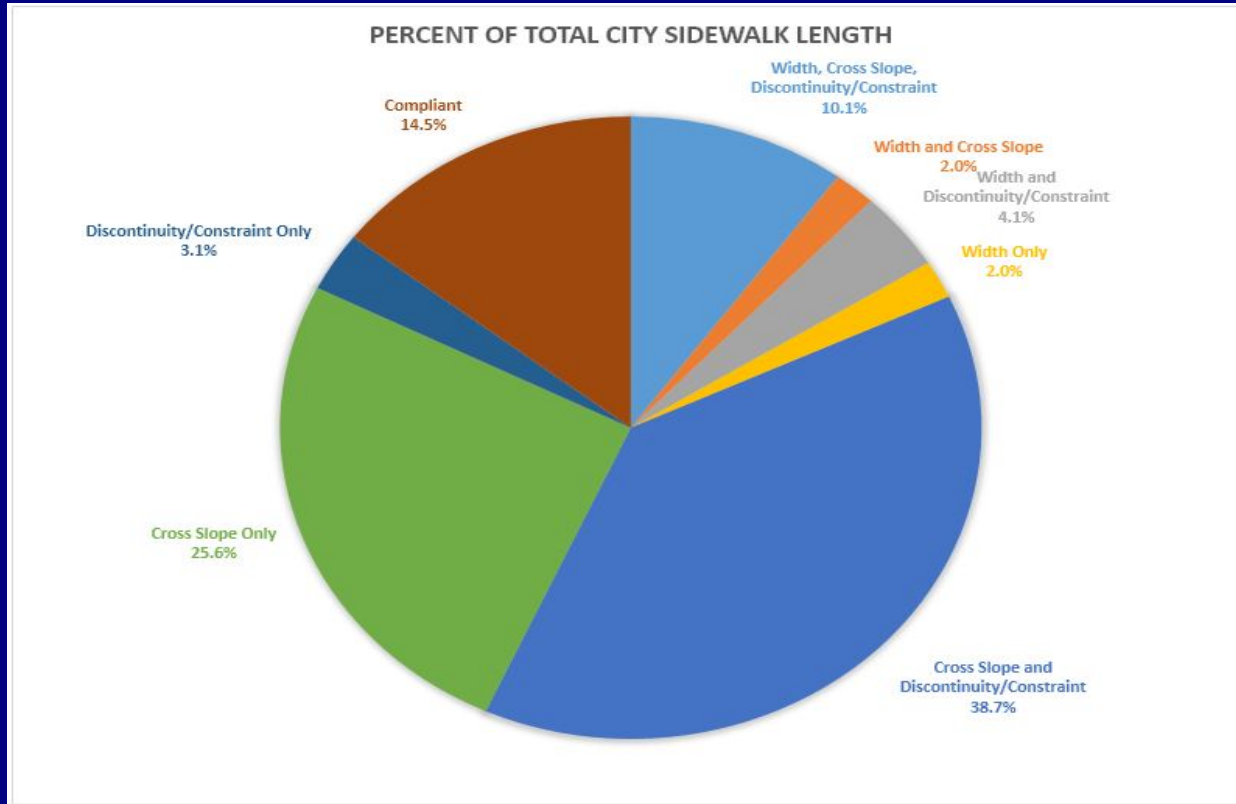
Width



Overall inspection results



Breakdown of results



Preliminary estimates

Planning level cost estimate sidewalk:

\$50.4 million- \$104.6 million

General estimate ramps:

\$14 million

Total: \$64.4 million- 118.6 million



Current funding for existing sidewalk

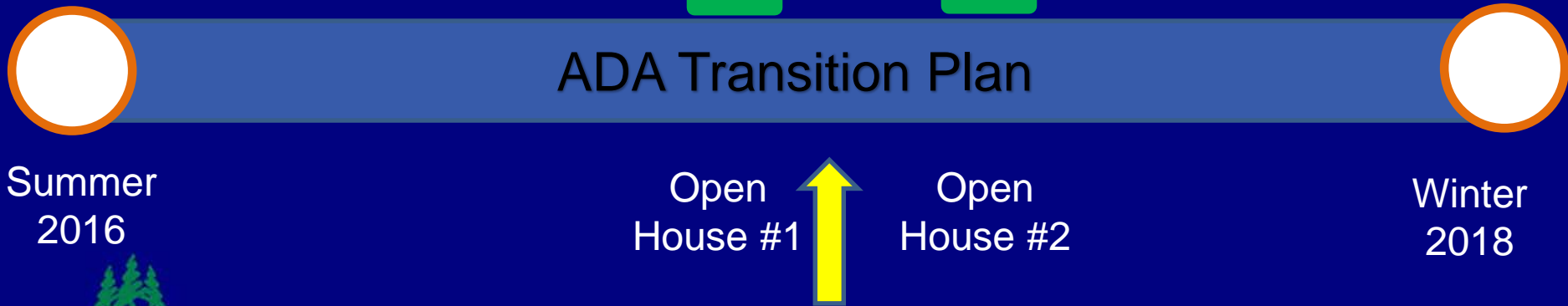
- Curb ramp, sidewalk repair and maintenance

	2017	2018	2019	2020	2021	2022	2023
Total	190,000	190,000	190,000	200,000	200,000	200,000	200,000
General fund contribution	152,517	152,517	152,517	152,517	152,517	152,517	152,517
Roads Capital fund	37,483	37,483	37,483	47,483	47,483	47,483	47,483

- Redevelopment Projects
- Other capital improvement projects



Sidewalk Prioritization Schedule



Funding Sources

Source	Authority	Annual Revenue
Vehicle License Fees	Council Authority- Up to \$20 now with additional \$10 after 24 months	\$780,000 \$390,000
	Voter Approval for rate over \$50 up to \$100	\$390K for every \$10 – total \$1.950M
Sales & Use Tax	Voter Approval for rate up to .2%	0.2% = \$1.875M
Property Tax	Voter Approved Levy Lid Lift – set \$ amount up to rate of \$1.60	\$0.10 = \$1M
	Voter Approved Excess Bond Levy	Amount needed to support bonds up to legal debt capacity

Funding Source: *Vehicle License Fees*

Council Authority:

- \$20 / vehicle (\$780K / year could be generated citywide)
- Additional \$10 available after 24 months (\$390K)

Collection begins 6 Months after adoption



Use of Vehicle License Fee

- Must be used to fund transportation projects.
Could be used to:
 - Replace GF contribution to Roads Cap Fund
 - Provides additional funding for sidewalk repair, retrofitting, and replacement of approx. \$680K
- Can support debt payments or pay as you go

Estimated Bonds supported by additional \$680,000 from VLF

# of Years	Amount of Bonds Issued
10	\$5,850,000
15	\$8,000,000
20	\$9,600,000

Recommendation

Staff recommends that Council directs staff to draft an ordinance to increase vehicle license fees by \$20 to:

- replace GF contribution to Roads Cap
- begin to address existing sidewalk repair, retrofitting and replacement needs

Option: Collection date of 7/1/2018 or 1/1/2019

Council Feedback

- Questions
- Direction on Drafting an Ordinance to impose \$20 VLF

Next Steps – if directed

- November 27 – Discussion of draft ordinance
- December 11- adoption of ordinance