From: Debora Juarez

To: LCNA, ALUV, Bitter Lake/Broadview

Subject: Response to community questions regarding North Precinct Police Station

The questions below were collect from individuals and community groups regarding the new precinct plans and development. The answers for these questions were gathered from both council's Central Staff and the Finance and Administration Services (FAS) department.

Q: What is the plan for increasing officers? Community members concerned about supporting plans for a new station without a concrete plan for also increasing officers in North Seattle.

A: Attached: Mayor Murray proposes funding plan for additional police officers

Q: Is there a contingency budget for this project in case of cost overruns? Is that contingency budget higher than usual for a city project of this size, if so why?

A: Still Pending

Q: What will happen with the current station once the new station is opened?

A: It is still premature to begin planning for the future use of the existing station and/or property, as the Seattle Police Department's north-end operations will continue to work out of the facility until the new station is ready to occupy, tentatively in early 2019.

If and when the property is declared excess, the reuse and/or disposal of the property will follow the City's normal disposition process, which is guided by City Council-adopted procedures (<u>http://www.seattle.gov/realestate/policydisposition.htm</u>). In short, once a department declares a piece of property excess to its needs, it triggers an internal and external review process that includes multiple opportunities for public feedback. Neighbors within 1,000 feet of the property and parties of record receive notice when this external review begins. The City Council ultimately makes final decisions regarding what to do with each excess property.

Q: What is the cost per square foot for the station? How does that compare with other stations? How does the overall cost compare with other stations?

A: Attached: Similar Facilities comparison presentation

Q: Can there be more community space included in the current building? Or is the design final?

A: Potential design changes or currently being discussed by the Seattle City Council. Councilmembers are evaluating the parking structure, community spaces, firing range and training rooms, looking for possible changes and cost savings.

Q: Will there be more community meetings?

A: There are no additional community meeting scheduled at this time. There have been 3 open houses to discuss the project with constituents. These events were held in 2013, 2015 and early 2016. The project was also reviewed and unanimously approved by the Seattle Design Commission in 2015.

Q: Why is there so much parking being built? Can it be reduced?

A: Reduce garage by one bay:

Impact to Project:

- Projected fleet demands are met on opening day with approx. 40 ~ 50 additional spaces for POVs or future fleet growth. A total of 228 stalls, with 134 estimated fleet in 2018 and 183 projected fleet in 2038.
- By preserving the speed ramp and flat floor garage, future expansion is feasible w/o significant disruptions to SPD operations by building new bay adjacent to garage.
- Garage layout at opening is poor, due to dead end drive aisles. Vehicle spaces must be assigned.
- Additional elevator and/or stair required since staff will now enter the building from the lower floor rather than the top floor of parking that aligns with the locker room.

Impact to Schedule:

- Garage redesign required.
- Resubmit revised design for Master Use Permit review and approval.
- No impact to construction start date* if decision is made by end of June 2016.

*Environmental Review: If the Environmental Review process determines that the amount of cars diverted to the streets is significant enough to warrant additional studies, up to 6 months could be added to the construction schedule.

Estimated Impact to Budget:

- Total estimated project savings: \$6,458,000
- Total estimated redesign costs: \$180,000
- NET SAVINGS (approx.): \$6,278,000 (assuming no delay for permitting) + unidentified costs to mitigate parking impacts, such as leasing or constructing offsite parking.

Unidentified consequences:

*Environmental Review

• Estimated total \$500,000 per month of escalation costs due to construction delays (approx. \$ 3M). Not included in cost saving figures above.

- It is currently assumed that the Environmental Review (required by Seattle Municipal Code and SEPA) process will still result in a determination of nonsignificance. If the outcome states otherwise, additional studies and proposals on how to manage the number of cars parking on the street may be required, which delays the issuance of the Master Use Permit, resulting in a delay in construction.
- NET SAVINGS (approx.) assuming 6 mo. delay for environmental review: \$3,278,000

Q: Are we spending too much money to "fortify" the building? (Ballistic proofing and/or earthquake standards)

A: The Seattle Building Code (SBC) defines four levels of "Risk Category" to classify all buildings relative to the risk that their failure represents to life and safety. Fire, rescue, ambulance and police stations and emergency vehicle garages fall under Category IV, which are buildings and structures designated as essential facilities.

- Essential facilities, are required to meet the highest performance level, classified as "operational", which means the buildings suffer little or no damage in case of a "design event". The intent is that such buildings will be able to continue with their mission in the case of a significant emergency. For buildings with a risk category of IV, the seismic standard is the ability to withstand a 2,500 year event. The strength of the design event for Seattle would equate to approximately 9.0 on the Richter scale.
- The true cost difference between the North precinct project designed to meet essential facility standards and a standard facility with a lower seismic factor cannot be accurately calculated without designing an alternate building and estimating its cost. Seismic design is affected by a number of factors, including the size of the building, both in height and footprint, its loading characteristics, construction type, structural weight and soil characteristics, among others. All of these factors also affect other engineering issues in the design, including the performance of mechanical systems, quality and durability of finishes, fire protection requirements, exiting requirements, and future flexibility of spaces, among others.
- There is no question that essential facilities are more costly to build than nonessential facilities, but to determine to what extent requires a lengthy study, starting with designing the same facility with a much lower seismic factor than currently assumed.

Per the Seattle Building Code, the community room, which is located underneath the training center, may not be designed to a lesser standard unless it is structurally separated from the rest of the precinct. Additional studies and discussions with code officials will be required to determine whether the training center and the entire public lobby including the community room may be built to a lesser seismic performance level. It is important to note that in case of a major seismic event, it is assumed that the

precinct will be one of very few functioning buildings in the immediate area. The lobby, community room, and the training classrooms are expected to provide much needed coordination space and temporary shelter for the community. This scenario was recently illustrated by the recent Cascadia Rising exercise. For these reasons, we recommend the community room maintain a consistent seismic factor applied to the entire building.

Ballistic protective material has been included in the design only at the building's front lobby. This protection has been included specifically to cope with the threat that an assailant might come to the most public face of the building and fire indiscriminately at the building and at people inside it. There is a history of such attacks on police facilities, including a well-publicized attack on the Dallas Police HQ in June of 2015.

The ballistic protection at the North Precinct includes several distinct areas:

- Ballistic glazing is provided up to 10 feet high around the base of the glass lobby of the building, to provide protection to anyone who may be in the lobby during an attack.
- Transparent ballistic partitions are provided around the duty officer position inside the lobby, similar to the typical transaction counters in a bank, to protect the officers who are commonly stationed in this prominent location.
- Fiberglass panels are also included in the wall between the public lobby and the precinct behind, to protect officers from random fire within the lobby.
- Blast film, which is applied over glass to keep it intact to prevent glass shards from becoming projectiles, is included on the exterior glass of the lobby, including the community room.
- The opaque south wall of the precinct, facing the public parking area, has been designed with a concrete block (CMU) backup structure rather than light gauge studs, to provide a modicum of protection from a small explosive device that might be left in a car. While not blast proof, as typically seen in embassies or federal buildings, this provides some level of protection to the occupants without great cost.
- The estimated MACC cost of these measures is as follows, rounded to the nearest \$1,000:
 - Ballistic exterior glazing premium: \$258,000 (additional cost beyond typical glazing)
 - Duty Officer ballistic protection: \$181,000 (cost of ballistic glazing)
 - Protection in opaque lobby walls and doors: \$147,000 (additive protective layer)
 - Blast film on lobby glass: \$109,000
 - Premium for CMU backup in South wall: \$65,000 (cost difference between CMU and light gauge metal framing)

TOTAL (estimated impact to MACC): \$760,000

PROJECT TOTAL (estimated loaded cost including MACC): \$1,227,000

Also attached: <u>Presentation materials from recently city council meeting includes</u> timeline and budget information