

**CITY OF EL PASO, TEXAS
REQUEST FOR COUNCIL ACTION (RCA)**

DEPARTMENT: Museums and Cultural Affairs

AGENDA DATE: September 26, 2006

CONTACT PERSON/PHONE: Jennifer Nielsen, El Paso Museum of History, 532-1707x22

DISTRICT(S) AFFECTED: 8

SUBJECT:

APPROVE a resolution / ordinance / lease to do what? OR AUTHORIZE the City Manager to do what? Be descriptive of what we want Council to approve. Include \$ amount if applicable.

That the City Manager be authorized to sign a first amendment to the Professional Services Contract between the City of El Paso and Storyline Studio, LLC originally entered into on April 26, 2005 in the amount of Three Hundred Thousand Dollars (\$300,000), such amendment providing for additional services and consideration in the amount of One Hundred Two Thousand Five Hundred Dollars (\$102,500) and extending the term of said Contract.

BACKGROUND / DISCUSSION:

Discussion of the what, why, where, when, and how to enable Council to have reasonably complete description of the contemplated action. This should include attachment of bid tabulation, or ordinance or resolution if appropriate. What are the benefits to the City of this action? What are the citizen concerns?

Storyline Studio was engaged in April, 2005 to provide master planning and exhibit design services for the El Paso Museum of History. To date they have completed the master plan, concept design, design development, and final design phases including the development of criteria for and selection of an exhibit fabricator. This amendment would extend their services to include graphic production services for *El Paso A to Z*, to provide graphic production services for *The Changing Pass*, to design and produce computer screen interactives for *The Changing Pass*, and to provide graphic and media supervision services. Graphic and media production is one of the final steps in completing exhibit fabrication. Having awarded the exhibit fabrication bid to Split Rock studios, final graphics are now due to them by October 31. Storyline Studio as the designer of these graphics and exhibits is the best source to provide graphic and media production services in order to stay on schedule for an April 2007 public opening.

PRIOR COUNCIL ACTION:

Has the Council previously considered this item or a closely related one?

February 22, 2005 – Council passed ordinance 16001, authorizing the sale of the Clark Facility with \$1 million in proceeds to be dedicated to exhibit design and fabrication at the new El Paso Museum of History.

April 26, 2005 – Council awarded RFP 2005-112R professional services for the El Paso Museum of History to Storyline Studio. This award was for creation of an exhibit master plan and exhibit design. Exhibit design to be fabricated under a separate bid.

August 15, 2006 – Council awarded bid solicitation 2006-111 (fabrication of El Paso Museum of History exhibits) to Split Rock Studios.

AMOUNT AND SOURCE OF FUNDING:

How will this item be funded? Has the item been budgeted? If so, identify funding source by account numbers and description of account. Does it require a budget transfer?

Amount of funding for the amendment paid to the consultant for all professional services will not exceed \$102,500.00.

In February 2005, City Council approved that \$1 million of the proceeds from the sale of the Clark Facility be designated for exhibit design and fabrication in the new El Paso Museum of History. Funds for this item will come from the account created with those proceeds, specifically for exhibit design and fabrication.

PHI05001-60502-31250204-508016 \$ 102,500
FUNDING SOURCE: Proceeds from February 2005 sale of Clark Facility

06 SEP 18 AM 11:26

BOARD / COMMISSION ACTION:

Enter appropriate comments or N/A

N/A

*****REQUIRED AUTHORIZATION*****

LEGAL: (if required) _____ **FINANCE:** (if required) _____

DEPARTMENT HEAD:  _____

(Example: if RCA is initiated by Purchasing, client department should sign also)
Information copy to appropriate Deputy City Manager

APPROVED FOR AGENDA:

CITY MANAGER:  _____

DATE:  _____

06 SEP 18 AM 1:26

DATE: September 18, 2006
TO: CITY CLERK
SUBJECT: City Council Consent Agenda 09/26/06
FROM: Yolanda Alameda, Director
Museums and Cultural Affairs Department
City Hall, 6th Floor

Please place the following item on the Consent Agenda for the Council Meeting of **09/26/2006**. Item should read as follows:

That the City Manager be authorized to sign a first amendment to the Professional Services Contract between the City of El Paso and Storyline Studio, LLC originally entered into on April 26, 2005 in the amount of Three Hundred Thousand Dollars (\$300,000), such amendment providing for additional services and consideration in the amount of One Hundred Two Thousand Five Hundred Dollars (\$102,500) and extending the term of said Contract.

SPECIAL INSTRUCTIONS: Please return one copy of the fully executed document to Yolanda Alameda (ext. 4896). Thank you.

City Clerk's Use

ITEM NO. _____

RESOLUTION

BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF EL PASO:

THAT the City Manager be authorized to sign a First Amendment to the Professional Services Contract (the "Contract") between the City of El Paso and Storyline Studio, LLC originally entered into on April 26, 2005 in the amount of Three Hundred Thousand Dollars (\$300,000), such amendment providing for additional services and consideration in the amount of One Hundred Two Thousand Five Hundred Dollars (\$102,500) and extending the term of said Contract.

ADOPTED this the ____ day of _____, 2006.

CITY OF EL PASO

John F. Cook
Mayor

ATTEST:

Richarda Duffy Momsen
City Clerk

APPROVED AS TO FORM:



Josette Flores
Assistant City Attorney

APPROVED AS TO CONTENT:



Yolanda Alameda, Director
Museums and Cultural Affairs Department

STATE OF TEXAS)
)
)
COUNTY OF EL PASO)

FIRST AMENDMENT TO PROFESSIONAL SERVICES CONTRACT

THIS FIRST AMENDMENT is entered into as of the ____ day of September, 2006, by and between the **CITY OF EL PASO**, (hereinafter referred to as "CITY") and **STORYLINE STUDIO, LLC** (hereinafter referred to as "CONTRACTOR").

WITNESETH

WHEREAS, CITY and CONTRACTOR entered into a contract on April 26, 2005, (the "Contract") such Contract providing for professional services on a project known as the History Museum Exhibit Design (hereinafter "the Project"); and

WHEREAS, CITY finds that the Project is enhanced by the addition of certain audio and computer screen interactives, that additional graphic production services related to the first floor A-Z exhibit and second floor Changing Pass exhibit are necessary, and that additional time and expense for the consultant necessarily result thereby; and

WHEREAS, CITY and CONTRACTOR mutually agree to revise the Contract to provide for the additional work, time extension, and consideration further detailed herein.

NOW, THEREFORE, it is hereby agreed as follows:

1. That Section 4.1(A) shall be and is hereby deleted and replaced in its entirety as follows:

(A) The CONSULTANT shall complete the Services in accordance with the timelines and schedules outlined in Attachments "B" and "B-1." The Services are scheduled to be performed during the period from April 26, 2005, through the completion of the Project, which is estimated to take twenty-four (24) months, from the date that notice to proceed is given in writing by the CITY (hereinafter "term period"). The extension provided pursuant to this First Amendment is for the six (6) month period prior to April 26, 2007, with extensions of said term period as agreed upon by the City Manager and the CONSULTANT. Delays in review and approval by the CITY of the CONSULTANT'S phases and tasks may be grounds for an extension of said time period.

2. That Section 6.1.1 (Payment to Consultant) shall be and is hereby added as follows:

6.1.1 Payment to Consultant. The CITY shall pay to the CONSULTANT an amount not to exceed ONE HUNDRED TWO THOUSAND FIVE HUNDRED AND NO/100 DOLLARS (\$102,500.00) for all professional services and reimbursables

performed pursuant to section 5D of Attachment A to this First Amendment. The CONSULTANT's Project Budget for the performance of all professional services and reimbursables is attached hereto as Attachment "A."

- (A) Payment to the CONSULTANT shall be made on a monthly basis. Payment and time of completion schedules are attached hereto as Attachments "B" and "B-1", respectively. The CITY shall make payments upon presentation of the CONSULTANT's detailed invoice and accompanying summary and progress report as well as the CITY's written approval.

3. That Section 6.4 (Payment by the City) shall be and is hereby deleted and replaced as follows:

- 6.4 Payment by the City. CITY agrees to pay invoices for all professional services performed as soon as reasonably possible, but not later than **thirty (30) days** from receipt. Upon dispute, however, the CITY may, upon notice to the CONSULTANT, withhold payment to the CONSULTANT for the amount in dispute only, until such time as the exact amount of the disputed amount due to the CONSULTANT is determined. The total amount paid to CONSULTANT pursuant to the Contract is \$300,000.00, and pursuant to this First Amendment is \$102,500, which together shall not exceed FOUR HUNDRED TWO THOUSAND FIVE HUNDRED AND NO/100 DOLLARS (\$402,500.00).

4. That Attachments "A," "B," and "B-1" be deleted and replaced with those attached hereto.

5. Except as herein amended, Contract between CITY and CONTRACTOR shall remain in full force and affect.

IN WITNESS HEREOF, the City and Contractor have executed this amendment as of the date first herein above set forth.

(Signatures follow on next page)

STATE OF TEXAS)
)
)
COUNTY OF EL PASO)

FIRST AMENDMENT TO PROFESSIONAL SERVICES CONTRACT

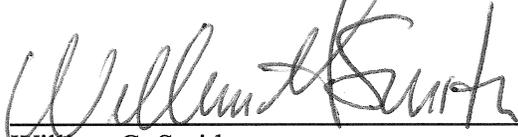
Signature Page

CITY OF EL PASO



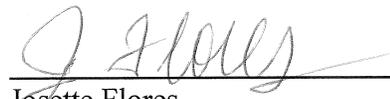
Joyce A. Wilson
City Manager

CONSULTANT: Storyline Studios, LLC



William G. Smith,
Principal

APPROVED AS TO FORM:



Josette Flores
Assistant City Attorney

APPROVED AS TO CONTENT:



Yolanda Alameda, Director
Museums and Cultural Affairs Department

ATTACHMENT "A"

SCOPE OF SERVICES AND PROJECT BUDGET

I. SCOPE OF SERVICES

The mission of the El Paso Museum of History is to be a source of civic pride, become a true repository of community memory, act as a venue for quality traveling and original exhibitions, provide innovative public programs, be a flexible resource for educators and a working partner in the region's cultural and heritage tourism. Therefore, the History Museum Exhibit Design ("the Project") shall reflect a stylistically cohesive interpretation of El Paso area history through immersive environments and experiences that are intuitive, interactive and educational. To accomplish this interpretation, the Project will utilize the themes recommended by the History Museum's Advisory Board subcommittee. The exhibits will be located in a permanent exhibit gallery that will be housed on both floors of the museum building. Furthermore, the design, fabrication and installation of the exhibits will be conducted in two (2) stages based on available funding. This Project will provide the tools to complete stage one and provide a roadmap for stage 2.

The professional services to be completed for this Project are to be divided into five (5) phases. Storyline Studios will perform specific tasks in each phase as outlined below. Throughout the life of the Contract, Storyline Studios will perform the following general tasks:

General Exhibit Design Tasks

Storyline Studios will perform general tasks throughout the Project, which include but are not limited to the following:

1. Storyline Studios will use its due professional efforts so that the project is developed and built in a coordinated, careful, and harmonious fashion and in an efficient and expeditious manner consistent with the interest of the CITY;
2. Provide documentation for all project meetings;
3. Respond to existing architectural design in cost-efficient manner;
4. Maintain password-enabled project web site with all important project documentation available in electronic format. Hard copies will also be provided of all important project documentation; and
5. Use best professional efforts to meet schedule set forth elsewhere in the contract.

Storyline Studios agrees to be responsible for continually monitoring the budget as outlined by the CITY and will revise the design package through redesign or reduction, without additional compensation, and resubmit the design package for project estimating until the desired budget is obtained.

The CITY agrees to provide Storyline Studios the following to assist Storyline Studios throughout the Project:

1. A single point-of-contact;
2. Content direction;
3. Information concerning and, ultimately, the selections of available artifacts and handling requirements;
4. Information concerning and, ultimately, the selections of available graphic resources, such as drawings, prints, photographs, letters, signs, maps, etc.;
5. English and Spanish language text for all exhibit panels, first as pre-write, then for evaluation purposes, and ultimately in final form; and
6. Information concerning, and ultimately, selections of, useful materials from local archives and oral history sources.

The specific tasks to be performed in each phase of the Contract by Storyline Studios is as follows:

Phase 1 – Master Planning

During the Master Planning phase, Storyline Studios will perform the following tasks, which include but are not limited to:

1. Gain basic familiarity with El Paso content, content resources, and other community content venues in order to identify opportunities for new El Paso History Museum exhibits to stand out as unique and worth a visit;
2. Conduct downloading meeting with client representative and other designated participants to identify goals, target audiences and needs, and design and functional criteria for the exhibits program;
3. Develop alternative approaches in response to input gained from first two scope items, working within an overall anticipated budget of \$3,000,000, with the understanding that the CITY will continue to complete exhibit design as funds become available. Identify and design first phase exhibits that respond to funding currently available, which is estimated between \$700,000 to \$1,000,000;
4. Present and discuss approaches and identify the most desirable approaches that will accomplish the mission of this Project;
5. Document the designated approach with a master plan booklet which includes master plan description content outline, bubble diagrams, and up to three (3) concept perspectives that reflect the exhibition flavor coordinated with CITY-provided written outline defining content goals; and
6. Conceptual cost estimate based upon exhibit typologies of sufficient detail to support fundraising.

Storyline Studios will conduct two (2) three person meetings for a maximum of five (5) nights, as defined on meeting schedule during Phase 1.

The CITY agrees to provide Storyline Studios the following in Phase 1:

1. Brief bibliography of recommended background reading;

2. Facilitate visits by Storyline Studios to El Paso content resources and community content venues;
3. Present an artifact inventory work-in-progress; walk Storyline Studios through current exhibits and identify artifact from inventory as currently being used by Museum staff;
4. Assist Storyline Studios to identify appropriate sources of content and direction input.
5. Respond to design approaches and provide direction;
6. Present written outline of content goals to match desired direction; and
7. Final approval of the Master Plan phase by the CITY and present written direction on items to be evolved in the concept design phase.

Phase 2 – Concept Design for Stage 1 Exhibits

During Phase 2, Storyline Studios will perform the following tasks, which include but are not limited to:

1. Assist the CITY in formulating, and respond to the development of, integrated, visitor-friendly content map of themes and sub-themes;
2. Identify proposed exhibit methods and prepare a preliminary, internal exhibit construction cost estimated;
3. Provide exhibit concept sketches that communicate the exhibit intent and major environmental components, including preliminary studies of approaches to bilingual graphics program;
4. Provide white foam core and paper concept model to communicate space planning and environmental elements; and
5. Final concepts to be assembled into concept design document and presented to CITY for review.

Storyline Studios will conduct two (2) three person meetings for a maximum of three (3) nights, as defined on meeting schedule during Phase 2.

The CITY agrees to provide Storyline Studios the following in Phase 2:

1. Formulate, in coordination with Storyline Studios, integrated visitor-friendly content map of themes and sub-themes;
2. Respond to proposed exhibit methods and sketches and provide direction to Storyline Studios on the same;
3. Identify artifacts that support and work with content map and exhibit methods and provide artifact photographs, sizing, and handling requirements for each artifact to Storyline Studios; and
4. Final approval of the Concept Design for Stage 1 Exhibits, and present written direction on the items to be evolved in the design development phase.

Phase 3 – Design Development for Stage 1 Exhibits

During Phase 3, Storyline Studios will perform the following tasks, which include but are not limited to:

1. Identification and incorporation of approved revisions or additions to the conceptual design;
2. Identification of any conflicts of proposed systems with design concepts documented during concept design, followed by advising the Architect as to probable alternatives and solutions;
3. Prepare design drawings for all exhibits which include but are not limited to: (a) indication of scale, form, and operation of all exhibits to completely communicate intent of exhibits to potential fabricators; (b) prepare at least one drawing per exhibit; (c) all audio visual displays, including computers, film, and video programs will be developed by key-frames and narrative scripts; and (d) prepare graphic boards showing the development of bilingual graphics program;
4. Prepare detailed floor plans and specifications indicating location of all exhibits as well as any structural and/or utility requirements of the exhibits;
5. Submit design development drawings, floor plans, and structural and/or utility plans to be assembled into a design development document and presented to CITY for review, comment and approval; and
6. Prepare cost estimates for the fabrication for all exhibit elements and all audiovisual components.

Storyline Studios will conduct two (2) three person meetings for a maximum of three (3) nights, as defined on meeting schedule during Phase 3.

The CITY agrees to provide Storyline Studios the following in Phase 3:

1. Develop more refined content outline and begin copy pre-write in order to nail down messages;
2. Respond to further developed exhibit designs and provide direction to Storyline Studios;
3. Continue to identify artifacts that support exhibit program and provide information to Storyline Studios on such;
4. Begin to identify graphic resources, such as drawings, prints, photographs, letters, signs, maps, etc and provide information to Storyline Studios on such;
5. Facilitate any necessary coordination of exhibit and building elements as possible within constraints of budget, schedule and status of construction;
6. Begin to identify archival and oral history resources that support the exhibit program and provide information to Storyline Studios; and
7. Final approval for Design Development for Stage 1 Exhibits, and present written direction on items to be evolved in the final design phase.

Phase 4 – Final Design for Stage 1 Exhibits

During Phase 4, Storyline Studios will perform the following tasks, which include but are not limited to:

1. Production of working drawings which detail visual and performance requirements of all exhibits, including but not limited to the locations, quantities, sizes of the components;
2. Provide text editing as a means of facilitating cohesive integration between text and graphic design/layout;
3. Production of media specification documents which detail visual and performance requirements for all exhibits utilizing audio, video and/or computer programs;
4. Complete graphic design for bilingual graphics program. This does not include graphic production for graphic panels prior to digital printing, which is treated as part of the fabrication budget and handled as an additional service;
5. Submit final drawings, floor plans, specifications, samples and structural and/or utility plans to be assembled into a fabrication bid document and presented to CITY for review, comment and approval;
6. Production of specifications for all elements for the exhibition including but not limited to materials, placement, and visual details to be included in bid package for submission to qualified exhibit fabricators;
7. Production of final utility location plans and lighting drawings for exhibit;
8. Identification of improvements and installation needs which conflict with architectural design concepts and conflicts and a recommendation of probable alternatives to the CITY, in order to coordinate all materials, systems, and components; and
9. Create, as directed by CITY, separate bid packages for participation by local vendors.

Storyline Studios will conduct one (1) two person meetings for one (1) night, as defined on meeting schedule during Phase 4.

The CITY agrees to provide Storyline Studios the following in Phase 4:

1. Complete exhibit pre-write, evaluate, and write final exhibit text in both English and Spanish;
2. Complete selection of artifacts in coordination with Storyline Studios;
3. Complete selection of available graphic photo materials in coordination with Storyline Studios;
4. Review and approve issuance of bid documents; and
5. Complete selection of archival and oral historical materials in coordination with Storyline Studios.

Phase 5 – Bidding, Fabrication and Installation Supervision for Stage 1 Exhibits

A. Bidding for Stage 1 Exhibits

The tasks to be performed by Storyline Studios during the exhibit bidding process for Stage 1 Exhibits, include but are not limited to:

1. Assistance in identifying qualified potential fabricators and/or installers, preparation and issue of request for proposal from bidders, as well as receiving, evaluation and assessing bids;
2. Coordinate with El Paso requirements for response to bidder questions and evaluation of bids;
3. Review proposals of value engineering substitutions, and if requested, provide written analysis of such proposals or related bids; and
4. Revision or redesign of working drawings and specifications as required and approved by the CITY to meet approved budgets.

During the exhibit bidding process, the CITY will facilitate the procedural understanding of Storyline Studios for review of bid questions and evaluation of bids.

B. Fabrication Supervision for Stage 1

The tasks to be performed by Storyline Studios during the fabrication supervision of Phase 5 include but are not limited to:

1. Act as representative of the CITY in implementing the fabrication contract for the exhibits; and
2. Review for appropriateness and conformance of fabricator's shop drawings for compliance with documented design intent.

Storyline Studios will conduct four (4) one person visits to the fabrication sites for a maximum of eight (8) nights, to review conformance as to the intent of the design during the Phase 5.

The CITY agrees to provide Storyline Studios the following during the fabrication supervision portion of Phase 5:

1. Responses to Storyline Studios requests for actions, including approvals of samples, color selections, etc.; and
2. Timely comments and approvals of camera-ready exhibit graphic submittals.

C. Installation Supervision for Stage 1 Exhibits

The tasks to be performed by Storyline Studios during the installation of Phase 5 include but are not limited to:

1. Preparation of written reports as needed to inform the CITY of claims, disputes, or issues related to the aforementioned services;
2. Review installation of artifacts for compliance with design intent;
3. Preparation of "punch list", detailing incomplete or incorrect work, to be completed and/or corrected, and once complete, certification that the fabrication/installation is complete and should be accepted by CITY;
4. Assisting the CITY in receiving written warranties and installation manuals relevant to the work; and
5. Coordinate with CITY to be sure all appropriate training is provided to the CITY's staff by the exhibit fabrication and audio-visual vendors.

Storyline Studios will conduct three (3) site visits for review of progress and for determination of work's compliance with fabrication documents during the installation supervision portion of Phase 5. Storyline Studios will also conduct two (2) two person visits for a maximum of seven (7) nights, to inspect fabricators installation conformance during Phase 5.

The CITY agrees to provide Storyline Studios the following during the installation supervision portion of Phase 5:

1. Coordinate with fabricator's needs for artifacts;
2. Coordinate with Storyline Studios for review of installation; and
3. Coordinate with Storyline Studios and fabricator for purposes of warranty turnover and staff training.

D. Graphic and Media Production for Stage 1 Exhibits

The tasks to be performed by Storyline Studios during the graphic and media production of Phase 5 include but are not limited to:

1. Perform graphic production services for the first floor A to Z exhibit (defined as: preparation of digital files to contain all final text, graphics, and images with crop marks and color separation, if necessary, ready for printing, insertion of all fonts, calibration of appropriate full resolution images, appropriate cropping and cleaning of images, scaling to the correct dpi, and placement in the correct file format so that when printed it is of high quality and can be fitted to the appropriate panel mount), incorporating preparation of full scale digital files containing all text and images (provided by others) for use by the exhibition fabricator for the printing of graphics.
2. Perform graphic production services for the second floor Changing Pass exhibit (defined as: preparation of digital files to contain all final text, graphics, and images with crop marks and color separation, if necessary, ready for printing,

insertion of all fonts, calibration of appropriate full resolution images, appropriate cropping and cleaning of images, scaling to the correct dpi, and placement in the correct file format so that when printed it is of high quality and can be fitted to the appropriate panel mount), incorporating preparation of full scale digital files containing all text and images (provided by others) for use by the exhibition fabricator for printing of graphics.

3. Design and produce audio and computer screen interactives for the following exhibits:
 - a. CP C 9 (Immigration) - design and produce audio programs and install onto hardware provided by fabricators
 - b. CP C 10 (Pop Culture Quiz) - design and produce a fully functioning museum-quality custom computer software to be installed on computers provided by the fabricators
 - c. CP C 11 (Mexican Revolution) - design and produce audio programs and install onto hardware provided by fabricators
4. Additional Graphic and Media supervision services including press checks of all digital prints and silk screen prints, coordination and supervision of a/v hardware and software integration, coordination and supervision of illustration services, coordination of integration between existing building and exhibit graphic installation, supervision and coordination of exhibit lighting system design and installation.

II. PROJECT BUDGET

The estimated budget for each task included in the Project is shown below. Note that the amounts per phase may vary, but the overall Project budget of FOUR HUNDRED TWO THOUSAND FIVE HUNDRED AND NO/100 DOLLARS (\$402,500) will not be exceeded unless approved by the City of El Paso.

Fee Schedule and Reimbursable Expenses:

Master Planning 15%	\$ 41,250
Concept Design 25%	\$ 68,750
Design Development 25%	\$ 68,750
Final Design 20%	\$ 55,000
Fabrication Supervision 15%	\$ 41,250
Graphic and Media Production	\$ 66,500
Graphic and Media Supervision	\$ 36,000
Estimated Reimbursable Expenses	<u>\$ 25,000</u>
TOTAL:	\$402,500

ATTACHMENT "B"

PAYMENT SCHEDULE AND TIME OF COMPLETION

For the project known as the History Museum Exhibit Master Project (hereinafter "the Project"), the CITY will compensate the CONSULTANT an amount not to exceed FOUR HUNDRED AND TWO THOUSAND, FIVE HUNDRED AND NO/100 DOLLARS (\$402,500) for all professional services and reimbursables noted within this Contract and its attachments.

1. Payment Schedule

Payment to the CONSULTANT shall be made on a monthly basis, based on the percentage of work completed at the time of invoicing. The CITY shall make payments upon presentation of the CONSULTANT's detailed invoice and accompanying summary and progress report as well as the CITY's written approval. The CONSULTANT agrees to submit its detailed invoices and summary/progress reports on or by the 1ST of each month during the life of this Contract. If the 1ST of the month falls on a weekend or a holiday, CONSULTANT shall submit its detailed invoices and summary/progress report on or by the last business day before the 1ST of the given month.

2. Time of Completion

The following is an estimated schedule for completion of each phase, provided that notice to proceed is given on or immediately after City Council authorization on April 26, 2005. Phases may be worked on concurrently. A one-week review period of the components of each phase by the City of El Paso is included in the schedule, as further described in **Attachment "B-1."** Longer review periods may extend the estimated completion dates of subsequent phases.