MOTION

The Maya Corridor Project (Project) in Council District 1 is a streetscape improvement project that not only looks to achieve public infrastructure improvements and celebrate the rich cultural history of the Latino and indigenous communities. The Project is located along 6th Street from Park View Street to Lorna Drive and is aimed at highlighting and celebrating the Maya culture.

The proposed streetscape improvements include new tree wells, new trees, upgraded curb ramps, sidewalk repairs, and wayfinding signage. Also included in the proposed scope of work are various cultural placemaking elements such as Maya-inspired gateway arch monuments, custom crosswalks and scrambles, decorative sidewalk paving, custom bus safety lights, and other infrastructure amenities.

Our Bureau of Street Services is the project manager and at this time requests the assistance of other departments for technical and labor support.

I THEREFORE MOVE that existing funding for the Maya Corridor project with the Bureau of Street service in the amount of \$383,033 be transferred from Street Services Fund No. 100/54 Account No. 00T790 (Construction Expense), to the General Services Dept No. 40 Fund No. 100 to be used for the construction and installation of gateway monument footings for the above project.

General Services Dept. No. 40 Fund No. 100

Account No. 001101, Hiring Hall Construction	\$ 54,461
Account No. 001121, Benefits Hiring Hall Construction	\$ 26,989
Account No. 003180, Construction Materials	\$ 301,583

I FURTHER MOVE that the Bureau of Street Services, and / or the General Services Department be authorized to make any corrections, clarifications or revisions to the above fund transfer instructions, including any new instructions, in order to effectuate the intent of this Motion, and including any corrections and changes to fund or account numbers; said corrections/clarifications/changes may be made orally electronically, or by any other means.

PRESENTED BY:

EUNISSES HERNANDEZ,

Councilmember, 1st District

SECONDED BY:

