

Missouri Clean Water Commission
Department of Natural Resources
Lewis and Clark State Office Building
LaCharrette/Nightingale Conference Rooms
1101 Riverside Drive
Jefferson City, Missouri

April 2, 2014

Clean Water State Revolving Fund – Design-Build

Issue: Introducing Design-Build Procurement to the Clean Water State Revolving Fund Program.

Program staff met with representatives from the city of Liberty and the Design-Build Institute of America on February 10, 2014. The city has proposed using a performance based design-build method of construction for the proposed 5.1 MGD wastewater treatment facility. The city has evaluated three potential design-build processes; Bridging Based, Progressive, and Performance Based. Based on their evaluation, the city will be pursuing the Performance Based method.

The Performance Based Design-Build method focuses on accountability. The city will establish a performance matrix and the resulting design-build contract will be performance based. The design-build team will be accountable for the performance of the project. The city will utilize a request for qualifications/request for proposals process to retain the services of a design-build team. It is anticipated that a contract will be awarded in September 2014.

The city of Liberty has expressed their desire to finance their project through the Clean Water State Revolving Fund (CWSRF). However, current regulations require that engineering services be procured separately from construction services. Staff anticipates the city may be requesting a variance from the regulations to allow the city of Liberty to utilize the performance based design-build process and be eligible to receive CWSRF funding. This opportunity will enable staff to become better acquainted with the design-build process and potentially allow for this method of procurement on future projects. If the design-build process is productive, the staff may propose a rule change to allow it routinely for certain projects.

Recommended Action: Information Only.

Suggested Motion Language: None.

