Presentation to New Orleans City Council Recovery Committee Meeting

April 21, 2010



HILPHIË A BETTE VËELD



We Support Local DBE Businesses

















Our Recovery Team is 96% Local



City and MWH have Defined Responsibilities

	Activity	City of New Orleans	MWH
	Planning	Decides and Prioritizes Projects	Facilitate prioritization
	Contracting	 Assign and Bid and award contracts 	 Provide PM, technical, and administrative support Facilitate negotiation as necessary
	Financial Management	 Review and approve city project charters Manage program / project budgets Pay all invoices 	 Process invoices, amendments and change orders as necessary Provide technical and PM administrative support
	Delivery	 Review and approve scope changes 	 Manage and review delivery of projects Day to day management and administration Provide PM, technical and administrative support
	Close Out	Review and accept projectsManage reimbursement	• Ensure substantial completion and compile all project documents

The Recovery Program is Holistic

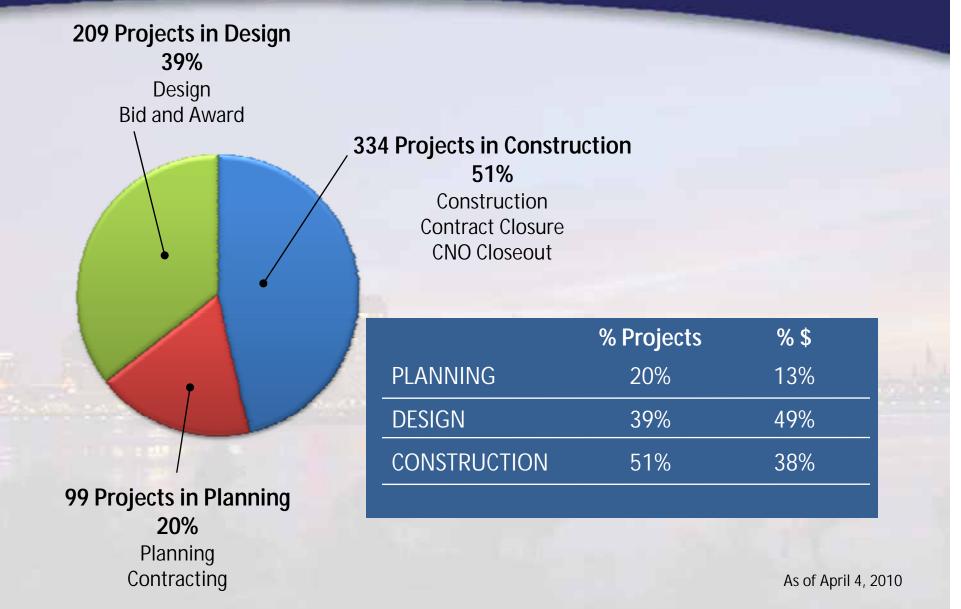
DPW

- Roadway and Sidewalk Patching Repairs
- Roadway Rehabilitation and Reconstruction
- Streetscape Enhancements
- Submerged Roads Program
- Others (traffic signals)

Facilities

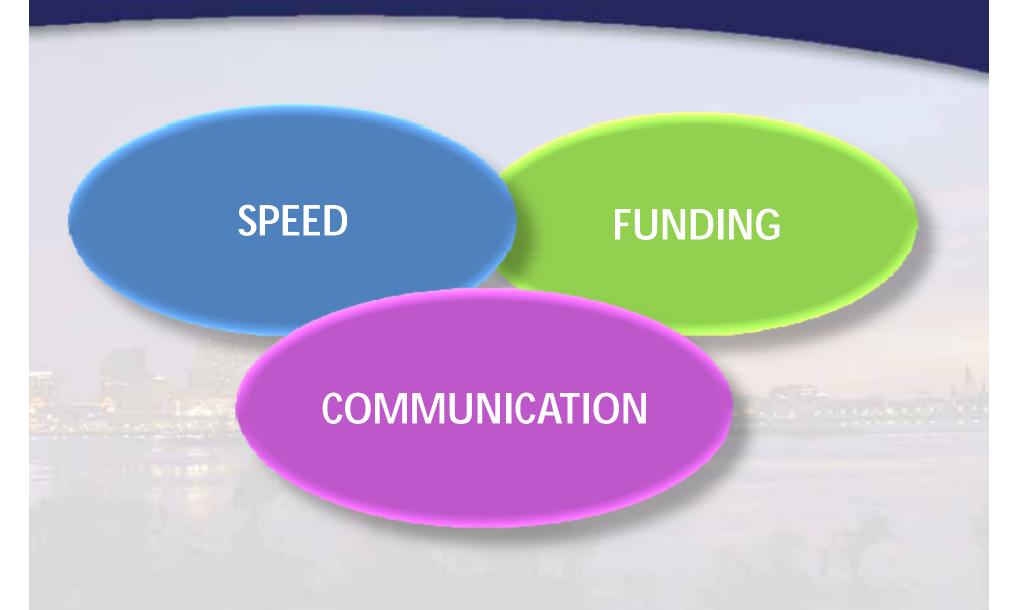
- Police Stations
- Fire Stations
- Criminal Justice
- Parks and Playgrounds
- Libraries
- Community Centers

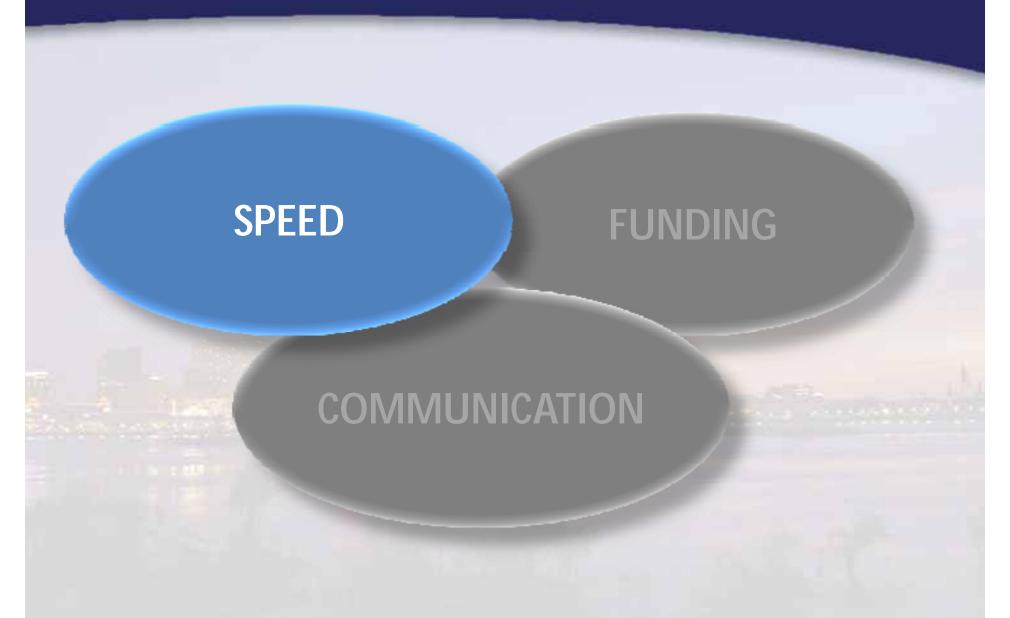
More than 600 Projects Valued at \$1.5B in Recovery



The FEMA Obligated Funding has Increased



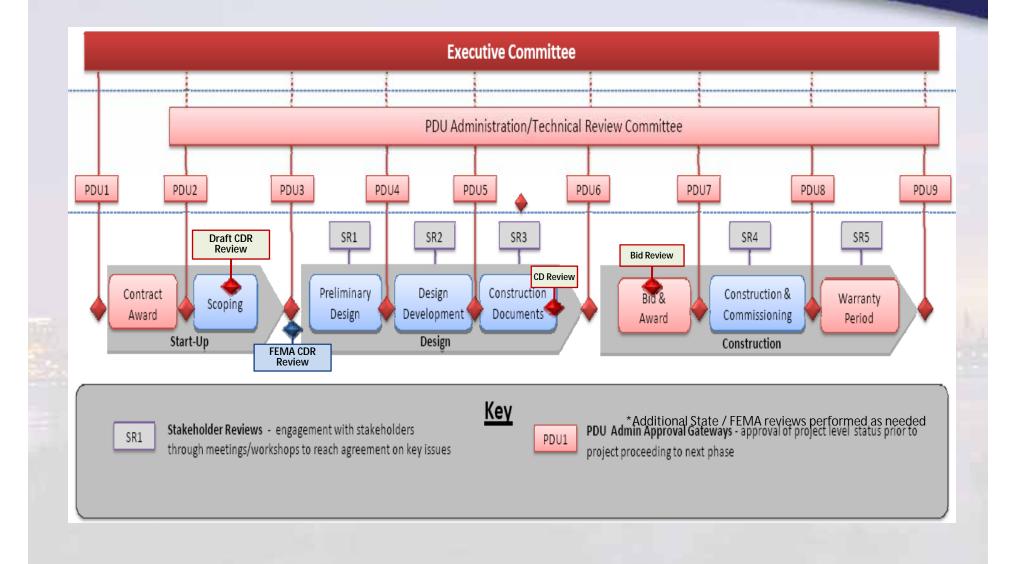




Phases of Recovery



Process Requires Many Governance Points

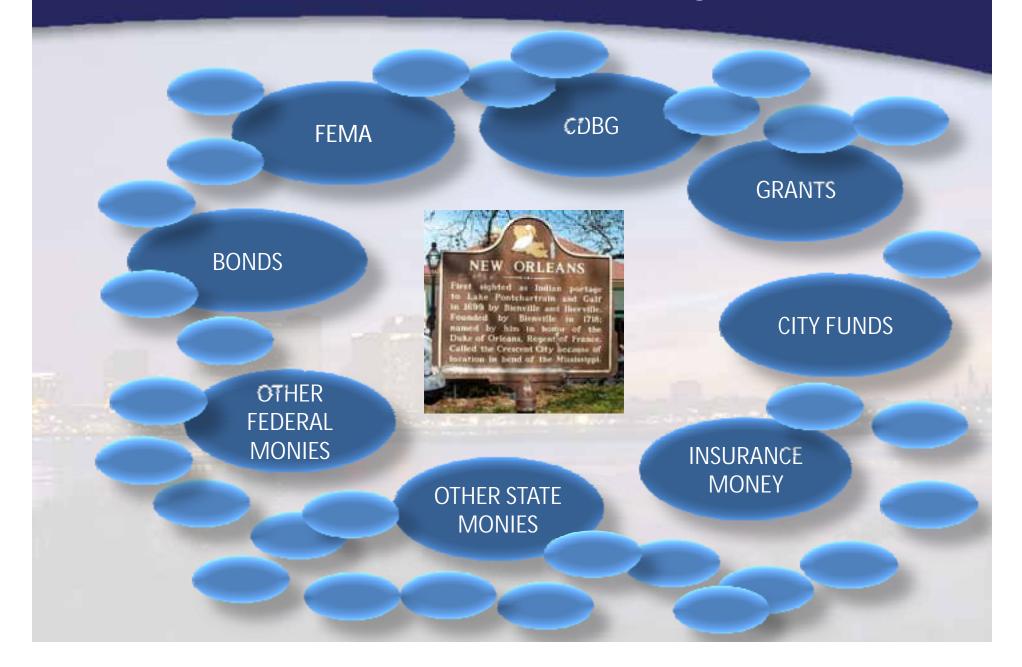


Rescoping is a Challenge





FEMA is One of 45 Funding Sources

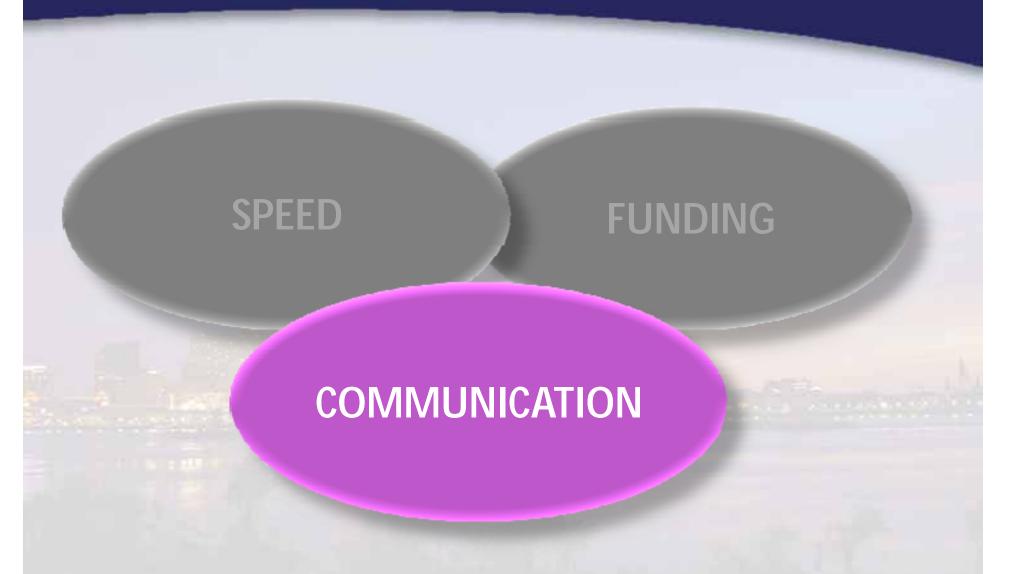


FEMA's Requirements Changed

Sept 2007

FEMA authorizes Pilot Program using single project worksheet for multi-project project management (23 sub-grantees) August 2009 FEMA and GOHSEP adopt new Operating Procedures

City Allocates Costs to Projects



Where Do We Go From Here?

Integrated Team Concept

Financial Master Planning

Staffing Master Plan

Asset and Maintenance Management