

CITY OF MOLALLA

117 N. Molalla Avenue PO Box 248 Molalla, OR 97038

Staff Report

Agenda Category: General Business

Date Presented: October 25, 2023

From: Mac Corthell, Assistant City Manager Approved by: Dan Huff, City Manager

SUBJECT: Development Agreement – 1000 W Main St

FISCAL IMPACT: None.

RECOMMENDATION/RECOMMEND MOTION: None.

BACKGROUND:

City Staff is asking for Council's approval or denial to allow full Occupancy of the development at 1000 W Main prior to completion of ODOT required improvements on OR-211. This is not request that staff would typically consider, much less elevate to the Council, but has chosen to in this case for a number of reasons:

- 1. The well known, and ongoing difficulties and delays with the ODOT development process;
- 2. The costs associated with ODOT delays visited upon Molalla developers;
- 3. The long-term neglect of OR-211 by ODOT, that has only been improved by Molalla developers for some time;
- 4. The substantial financial guarantees for improvements beyond the scope of those required in the land use process;
- 5. The desire to provide a fair and reasonable development process to those doing business in Molalla.

If Approved: Prior to occupancy of 1000 W Main, staff will obtain at least 110% bonding for the ODOT improvements required for both 1000 W Main and 105 S Ona Way, and a fairly substantial set of voluntary improvements on OR-211 that the developer has agreed to make (sidewalk along the north side of OR-211 from terminus near Hezzie Ln to halfway between Ona Way and Industrial Way; sidewalk infill in front of church next to Stone Place Apartments; all associated ADA Ramps and stormwater upgrades; and the North intersection of OR-211 and Ona Way).

So, if the developer does not complete the required improvements, or does not move forward with phase 2 at 105 S Ona Way, the developer – through their bond, would still pay for completion of all three sets of improvements along OR-211 (required for 1000 W Main, required for 105 S Ona Way, and voluntary).

If Denied: The developer will experience a \$100,000 per month penalty starting in November.