



Cayucos Vet's Hall Restoration

Project Update – 05/01/19

1) Recent Project Milestones

02/13/19- 'Concept Proposal' application submitted to the California Natural Resources Agency (NRA) for the Cultural, Community and Natural Resources (CCNR) Prop 68 grant program. Response from the NRA expected by May 2019.

02/22/19- Response sent to the CA Coastal Commission regarding their request for additional information needed to complete their review of the CDP application for items under their jurisdiction (rear deck and drill rig access on beach).

04/23/19- CA Natural Resources Agency informed the County that the CCNR Prop 68 grant application for the Vets Hall project has advanced to the 2nd step of the competitive 3-step application process. Agency staff will visit the project site on May 29th or 30th.

2) Action Items

- Set up Steering Committee meeting in late May/early June to update stakeholders and kick-off the Construction Document phase of the project after expected BOS approval of Studio Design Group's Phase 2 consultant contract on 5/21/19 (Construction Documents).
- Work on required items for the Statewide Park Development and Community Revitalization Prop 68 grant program (application is due August 5, 2019).
- Research other Prop 68 grant opportunities that will be upcoming later this year.

3) Potential Project Funding Sources

- County's 5-Year CIP program
- Prop 68- CA Parks, Environment & Water Bond:
 - o State and Local Parks
 - o Flood Protection
 - o Natural Resource Conservation
- USDA Rural Development Loan
- Local Support and Other Grant Opportunities

4) Project Schedule

Nov. 2018 - County Planning Approval (*Complete*)

May 2019 – Coastal Commission Approval for items under their jurisdiction

Sept. 2019 - Design / Construction Documents to be Complete

Dec. 2019 - Building Permit / State Approvals

Additional project information can be found at the following web site:

<http://www.slocounty.ca.gov/Departments/Public-Works/Current-Projects/Cayucos-Vets-Hall-Restoration.aspx>

