



PUBLIC WORKS

August 2022

Project Fact Sheet

Assessment District 113 – West Balboa Island

ABOUT THIS PROJECT

Good news! The conduit and vault installation is complete. The work was performed by the low bid contractor (Hot Line Construction, Inc. at \$4.3 million). The underground work was completed on West Balboa Island, west of Agate Avenue over the past year. Work includes undergrounding all overhead utilities in the public right of way for the project area. Reconstruction of concrete alley and paved areas will also occur once the poles and wires are removed. Total Project cost is approximately \$6.2 million.



Undergrounding overhead utilities will improve aesthetics, safety and reliability of power and communication lines.

CURRENT STATUS

Now that the conduit and vault installation is complete, the utility companies (SCE, AT&T and Spectrum) will start to pull their wires through the conduits (cabling) in the alleys and between the vaults. You may notice SCE's contractor (PAR) in the area. In additional, residential conversions have begun. All property owners should have received a conversion letter and pre-inspection checklist with instructions. At least 90% of the properties must be released to SCE before cutovers will begin. Conversions should be completed by the end of this year.

STAY INFORMED

Get more information from the City of Newport Beach at: www.newportbeachca.gov/ADstatus. If you would like E-mail updates on this district please send that request to PWinfo@Newportbeachca.gov to get on the list.





TENTATIVE SCHEDULE:

Construction:

Residential Conversion Summer 2022 thru Winter 2023
Utility Cabling & Cutovers Summer 2022 thru Summer 2023
Pole Removal - Fall 2023
Alley Reconstruction - 2024

FUNDING SOURCE:

Assessment District Funds

PROJECT CONTACTS:

- Public Works Department (949) 644-3311
- Michael J. Sinacori
 Assistant City Engineer
 msinacori@newportbeachca.gov
 (949) 644-3342
- Anna Baldenegro
 Associate Civil Engineer
 abaldenegro@newportbeachca.gov
 (949) 644-3034

