### CAPITAL ELIGIBILITY for RESO A PROJECTS

The following is a list of general criteria that establish capital eligibility for Reso A projects:

All grants must be a minimum of \$50K (Effective July 1, 2020)

Capital construction projects must provide a permanent enhancement to the facility.

All equipment must have a lifespan of five years.

Technology grants must be used to purchase networkable desktops, laptops, tablets, notebook computers, printers and/or smart boards.

The following are examples of projects/items that are not capital eligible and cannot be funded through the Reso A program:

Toner cartridges and other technology based supplies Software Window air conditioning units **Library Books** Loose classroom and library furniture **Photocopiers** Staffing After school programs Subscriptions

### **COST and TIMEFRAME ESTIMATES**

Project Type	Average*	High*	Average Months for Delivery
Auditorium (upgrade)	\$ 500,000	\$ 2,500,000	22
Gymnasium (upgrade)**	\$ 400,000	\$ 750,000	20
Library (upgrade)	\$ 500,000	\$ 1,500,000	20
Science Lab (upgrade)	\$ 1,000,000	\$ 2,000,000	24
Science Lab (new***)	\$ 2,500,000	\$ 3,000,000	24
Playground	\$ 600,000	\$ 1,500,000	20
Security Cameras	\$ 550,000	\$ 1,000,000	18
Mobile Science Carts	\$ 62,000	\$ 80,000	6
Supplemental Cooling (PS/IS)	\$ 750,000	\$ 1,200,000	18 - 24
Green Roofs***	\$ 5,000,000	\$ 7,000,000	18 - 24

Average and high costs based on 2014-2018 data (provided as general guidelines), costs are dependent upon grade level and number of

### For Information on Reso A Projects Contact:

BRYAN MCGINN | Director, Capital Planning @ (718) 472-8370 or bmcginn@nycsca.org | Borough: Manhattan BIANCA J. ALMEDINA | Senior Management Specialist @ 718-752-5841 or balmedina@nycsca.org | Borough: Bronx, Queens BENNETT BARUCH | Senior Management Specialist @ (718) 472-8372 or bbaruch@nycsca.org | Borough: Brooklyn, Staten Island

NYC SCHOOL CONSTRUCTION AUTHORITY | 30-30 THOMSON AVENUE





# **RESOLUTION A (RESO A) CAPITAL FUNDS**

Fiscal Year 2021



Does not include locker room renovations

<sup>\*\*\*</sup> Many schools are not viable candidates for these projects due to their building's infrastructure



### **LIBRARY UPGRADE**

May include furniture, data lines, new flooring, some electrical work, and new computer equipment.

May also include all new walls and the removal of walls to combine two or more rooms, new flooring, technology and furniture, electrical wiring and data lines.



### **TECHNOLOGY**

Interactive White Boards **Desktop Computers** Laptops

The schools should have a secure room with adequate electrical receptacles for charging.



P.S. 193, Queens

### **AUDITORIUM UPGRADE**

Sound and Projection Systems

Stage Lighting

Seating

Floor Replacement

**House Lights** 

**New Curtains** 



## SCIENCE LAB

May include the refurbishment of existing furniture, upgrading the gas, electric, and water lines, new flooring, and lighting fixtures. Middle schools usually require demonstration labs. High schools generally require a science suite, which includes a demonstration lab, full science lab, and a preparation room. Construction of such a suite may require the combination of several classrooms.

The SCA has been able to utilize Reso A funding to complete some unique and innovative projects such as Challenger Space Center, Edible Schoolyards, Planetarium Upgrade and Green Roofs.

### **Design and Construction Process**

After Reso A funding has been secured, our architects will meet with the school's administration during scope and design. Once design has been completed, the SCA will hold a phasing meeting with the principal to discuss the timeline of the project. A UFT Protocol meeting is then held with the school community prior to starting construction. Construction may take months to complete and the school may need to vacate the space for the duration of construction. Reso A funding is used for scope, design, and construction.

### What Are Resolution A Projects?

Resolution A (Reso A) projects are school-specific capital improvement or enhancement projects that are funded by individual grants from New York City Council Members or Borough Presidents. These projects are important to the school community because they help the Department of Education enhance facilities in existing school buildings. Once a City Council Member or Borough President decides to designate a grant, the School Construction Authority (SCA) is responsible for scoping out the project and overseeing the design and construction.

### **Potential Reso A Projects**

Auditorium and Gymnasium Improvements | Upgrading Libraries | Building Science Labs Refurbishing Playgrounds | Installing Security Cameras **Providing Technology and Mobile Science Carts** 



### RECREATIONAL SPACES

May include gymnasiums and playgrounds.

Lighting **Locker Rooms Bleachers** Drainage Floors **Play Equipment Asphalt Surface Backboards** Sound Systems **Safety Surface** 

Susan Wagner High School, Staten Island



### **PROJECT MILESTONES**

The designer meets with the school administration to discuss the project specifics. The designer will produce a scope report that defines work to be performed, preliminary cost estimate, design, as well as construction time duration

Prepare complete set of construction/contract documents to be used for Bid and Award

### Phasing Schedule:

Work hours are determined and areas to be used by the contractor established with school administration (estimated 3:30pm start time

### **Bid and Award:**

Project mobilization begins and includes pre-construction meetings, permitting, and site safety plan



### **BUDGET TIMELINE**

Elected officials and schools identify potential projects; Applications due to Borough Presidents in February, Council Members in March

May—June
City budget negotiations and approvals

City budget negotiations and approvals

City's fiscal year begins

NYC Office of Management and Budget reviews

### November—December

SCA begins project scope and schools are contacted by their project team: Technology notifications communicated via the Principal's Weekly