

Project Summary & Current Site Activities

Overall Status:

- Ground-up construction of the Police Station and Public Works Facility is progressing per the planned phasing.
- Weekly coordination meetings remain active with town stakeholders.

Site Development:

- Site is cleared of trees and debris.
- Working on civil engineering plan submissions so dirt can begin to be moved in advance of future, final permits

Traffic & Permitting:

- Traffic study commissioned and being conducted. Working closely with DelDOT to ensure approvals and timetable on track.
- No concerns raised regarding overall permitting delays.

Building Design & Procurement Progress

Design Refinement:

- Public Works & Police floorplans continue to evolve, with interior program layout discussions ongoing.
- Generator and fuel tank locations finalized; coordination complete with facilities and town input.
- Dispatch room technology and layout under review close collaboration with IT & town reps.

Procurement & Early Packages:

- Finalizing early bid packages: utilities, building pads, and stormwater infrastructure...
- Discussion ongoing for early procurement of long-lead equipment (e.g., generators, specialty doors).

Traffic & Permitting:

- Regular meetings underway with town's IT vendor and consultant.
- Current focus: fiber routing, conduit layout, and security infrastructure for dispatch center.

Schedule, Risk Items, & Upcoming Tasks

Active Risks/Considerations:

- Generator lead times may impact critical path; mitigation plans being explored.
- Dispatch buildout remains highly dependent on finalized tech specs from external vendors.
- Long-lead material procurement (electrical gear, specialty components) requires proactive scheduling and early release to avoid future delays.

Near-Term Tasks:

- Finalize and release early bid packages for site utilities and foundational work.
- Advance interdepartmental coordination for IT, security, and building systems integration.
- Continued design updates and package reviews with the town and design team.