To: Contra Costa County Flood Control District Board of Supervisors

From: Brian M. Balbas, Public Works Director/Chief Engineer

Date: June 8, 2021



Subject: Agreement with Jeffrey C. Wiedemann of Wiedemann Ranch Inc., for rain gauge monitoring and maintenance services, San Ramon area.

### **RECOMMENDATION(S):**

As the governing body of the Contra Costa County Flood Control and Water Conservation District (District), APPROVE and AUTHORIZE the Chief Engineer, or designee, to execute on behalf of the District, an Agreement with Jeffrey C. Wiedemann of Wiedemann Ranch Inc., for rain gauge monitoring and equipment maintenance services effective June 8, 2021, to remain in effect until terminated in writing, by either party, as recommended by the Chief Engineer, San Ramon area. (Project No.: 7505-6F8155)

## FISCAL IMPACT:

No fiscal impact

### **BACKGROUND:**

The District monitors the collection of rain and stream gauge data, which also includes maintenance of rain and stream gauges throughout Contra Costa County. The rain gauge at the end of Cliffecastle Court in San Ramon, also known as APN 211-230-015, installed on February 10, 2021, is an ideal location for the monitoring equipment.

APPROVE	OTHER
RECOMMENDATION OF CNT ADMINISTRATOR	CY RECOMMENDATION OF BOARD COMMITTEE
Action of Board On: 06/08/2021	APPROVED AS RECOMMENDED OTHER
Supervisor Br Diane Burgis, District III Supervisor A Karen Mitchoff, District IV Supervisor N	hereby certify that this is a true and correct copy of an action taken and entered on the minutes of the oard of Supervisors on the date shown. TTESTED: June 8, 2021 Monica Nino, County Administrator and Clerk of the Board of Supervisors
Federal D. Glover, District V Supervisor B Contact: Naila Thrower, 925. 957-2465	y: Stacey M. Boyd, Deputy

# CONSEQUENCE OF NEGATIVE ACTION:

If this license agreement is not approved, the District will not have the necessary rights to access the rain gauge for maintenance and equipment monitoring services.

#### **ATTACHMENTS**

License Agreement