





THURGOOD MARSHALL SCHOOL - DEMOLITION COMMUNITY MEETING MONDAY, SEPTEMBER 9, 2019 6:30 – 8:00 PM

AGENDA

- 1. Introduction
- Demolition Overview
- 3. Demolition Timeline and Process
- 4. Demolition Security and Safety
- 5. Questions & Answers and Community Feedback
- 6. Next Steps
- 7. Project Points of Contact







INTRODUCTION

- 1. Department of Parks and Recreation (DPR)
- 2. Department of General Services (DGS)





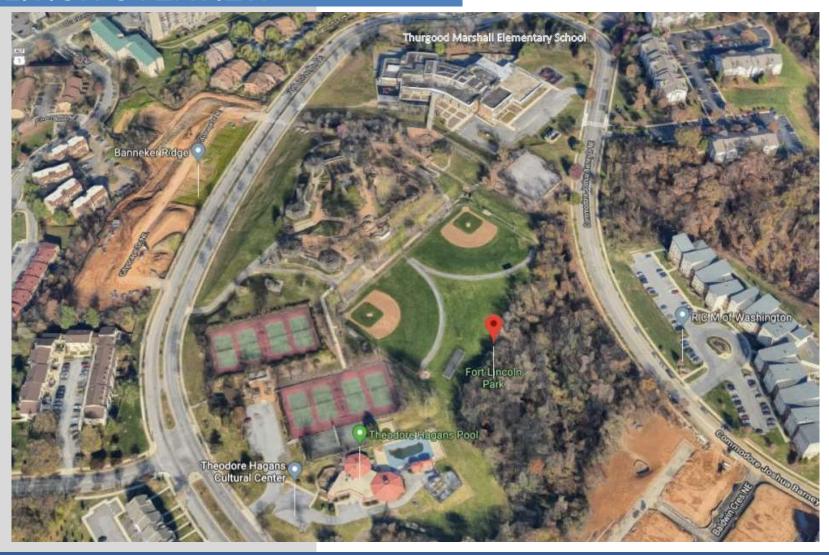


- 1. Thurgood Marshall School is a 100,000 square-foot facility that has been closed and vacant since 2013.
- The project scope includes both the development of demolition plans and specifications necessary to obtain all DC agency permits and the razing of Thurgood Marshall School.
- 3. The District of Columbia Public Schools construction team is managing the asbestos abatement at Thurgood Marshall School. Abatement is on track to be complete on or before September 30, 2019.













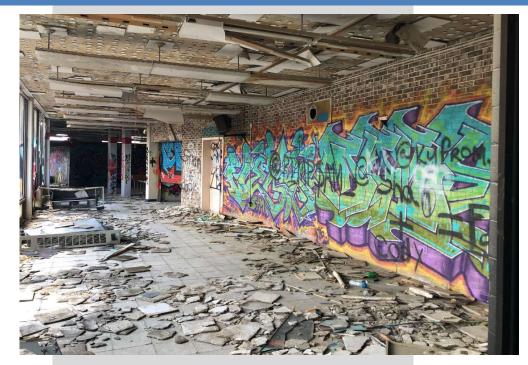


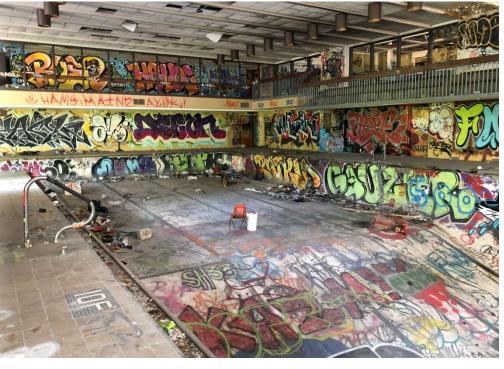












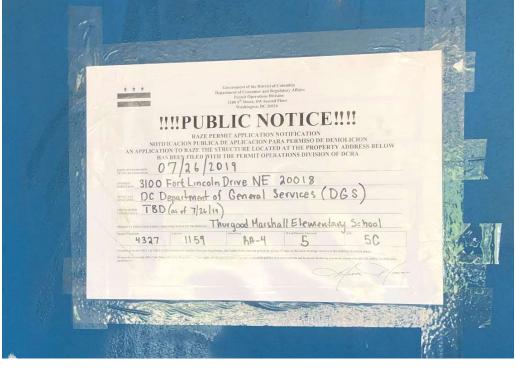




















DEMOLITION TIMELINE

1. Project Schedule

- 1. Demolition Plans & Specifications: September 10 October 1, 2019
- 2. Permitting: October 2 December 2, 2019
- 3. Construction: December 3 December 31, 2019









DEMOLITION SECURITY & SAFETY

1. Site Security and Safety

- The Contractor will be required to provide a safe and efficient site.
- The Contractor shall keep the DGS/DPR informed of the construction activities and their potential impact on the community.
- Prior to the start of construction activities, the Contractor shall prepare a safety plan for the construction phase confirming to OSHA 29 CFR 1926 standards. This information will be posted to the project website.







DEMOLITION SECURITY & SAFETY

2. Site Security and Safety

Perimeter Fencing

 Minimum 6'-0" chain link fence shall secure the project work area. Contractor to ensure that the sire is locked during non-working hours.

Traffic Control Plan and Parking

 The Contractor shall organize its work in such a manner to minimize the impact of its operations on the surrounding community.

Work Hours

The Contractor shall comply with the Noise Ordinance and neither it nor its subcontractors shall
undertake work on the Project site other than at the times and sound level permitted by the Noise
Ordinance.

Air Quality Monitoring

- Construction dust, debris, and material storage shall be contained within the work area.
- During the demolition of the building, water will be used over the debris for dust control using water misters and or/hoses to ensure containment is achieved.

Rodent Control Plan

- Survey individual blocks, properties, and surrounding areas prior to demolition
- Develop comprehensive integrated pest management plan (IPM) with the goal of reducing the amounts of pesticides applied by using alternative methods of pest control which may include structural maintenance, sanitation, and mechanical or biological control.



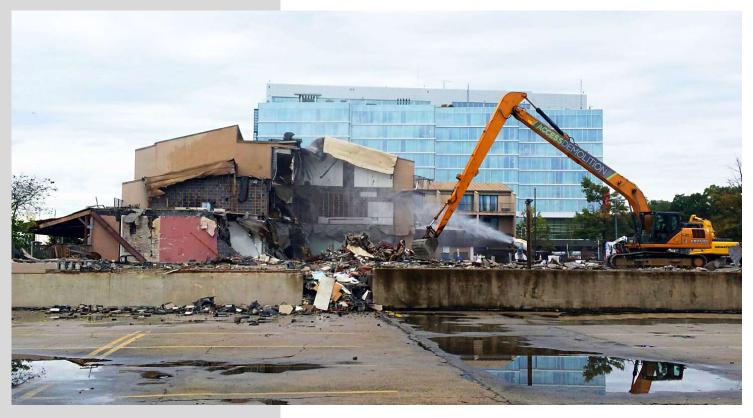






DEMOLITION SECURITY & SAFETY

- 3. Site Security and Safety
 - Using Water over Debris for Dust Control









Q&A, COMMUNITY FEEDBACK

Questions, or Concerns?







NEXT STEPS

- 1. Next community meeting will be held to discuss the improvements at Fort Lincoln Park, Theodore Hagans Cultural Center, and the Thurgood Marshall School site.
 - Location: Theodore Hagans Cultural Center
 - Date: Tuesday, September 24, 2019
 - Time: 6:30 8:00 PM
 - Flyers are located at the back of the room







NEXT STEPS

- 2. This presentation will be posted on the DGS website.
- 3. The Request for Proposals (RFP) for the Architecture/Engineering design is pending final DGS approval prior to public release.







POINTS OF CONTACT

Department of General Services

Wayne Gore, Community Outreach Coordinator – External Affairs

Department of Parks and Recreation

Brent Sisco, Landscape Architect

District of Columbia Public Schools

Derrick Johnson, Project Manager

Project Website

https://dgs.dc.gov/page/fort-lincoln-park-and-theodore-haganscultural-center-and-new-recreationearly-childhood







