

Interoffice Memorandum

То:	Hunter Ridley and Zach Trujillo
From:	Rob Zuber RDZ
Date:	May 13, 2024
Subject:	25 th Avenue Site (M-2002-020), TR-03,
	RDZ review of the applicant's adequacy responses (8 May 2024 letter and Otak
	report dated 26 April 2024)

I have completed my third review of Technical Revision Number 3 (TR-03) for the 25th Avenue Site, operated by the City of Greeley. This entailed a review of the letter from Blue Earth Solutions (dated May 8, 2024) and of the associated memorandum from Otak, Inc., related to the design of the rockery walls (dated April 26, 2024). I also looked closely at one of the references they cite.

In my last memorandum, I asked the applicant to provide the following additional information:

- 1. I want to see the cross-section, with elevations, for the sections located in plan view on Figure 6 (page 12) of the Otak report.
- 2. I want to see more details regarding the calculations for the boulder wall design in Section 4.2 of the Otak report.

Regarding #1, they did not provide the cross-section, but referenced a hydraulic report approved by the City of Greeley Floodplain Administrator. I contacted Ryan Duve at the City to see if he can provide a link to that report (I looked online but could not find it). I have not heard yet from Ryan, but I have decided that I do not need to see that cross-section. It would be good to see it to confirm my understanding of the topography at the site, but I can work around that with elevations in Google Earth.

So, no additional response is needed.

Regarding #2, I looked at their submittal and compared it to the FHWA report, "Rockery Design and Construction Guidelines" (FHWA-CFL/TD-06-006, 2006). I believe that their methodology is sound, and I checked some of their calculations and found them to be accurate. Also, regarding water pressure, I believe their assertions are acceptable: there is no need to consider water pressure because of the slurry wall and other hydraulic considerations. *So, no additional response is needed.*

