

Memorandum

REPORT TO: City Commission

FROM: Addi Jadin, Park Planning and Development Manager
Mitch Overton, Director of Parks and Recreation

SUBJECT: Resolution Authorizing the City Manager to Sign Change Order One with Williams Civil Construction, Inc. for Bozeman Sports Park Phase 2

MEETING DATE: June 23, 2026

AGENDA ITEM TYPE: Agreement - Vendor/Contract

RECOMMENDATION: Approve a Resolution Authorizing the City Manager to Sign Change Order One with Williams Civil Construction, Inc. for Bozeman Sports Park Phase 2

STRATEGIC PLAN: 3.4 Active Recreation: Facilitate and promote recreational opportunities and active health programs and facilities.

BACKGROUND: Williams Civil Construction is building a parking lot and doing mass grading for a new synthetic turf field at the Bozeman Sports Park within Phase 2. Soil moved through the site from Field 7 and reused as fill in Phase 2 is compacting and settling more than expected. This resulted in a significant savings on field prep within the Field Turf Contract (\$174,267.00), but required additional excavation on site. Due to the additional work and time, this change order reflects additional excavation quantities and allows additional contract time to complete the work.

In addition, due to the Gallatin County Open Lands grant received, the savings balance, and project funds, the following value engineered items are being added into the scope of work for Williams at this time:

- Add Alt #1 - paving of the central spine pathway (\$88,412.00)
- Add Alt #6 - bike racks (\$23,003)
- Sidewalk at parking lot and restrooms (\$13,708.50)

Additional work items may be added due to the grant or other funding balances as itemized costs are submitted and reviewed.

UNRESOLVED ISSUES: NA

ALTERNATIVES: Per Commission

FISCAL EFFECTS: As budgeted in FY26 and funded in partnership with the Bozeman School District and Gallatin County Open Lands Grant

Attachments:

[Resolution_Williams-CO-1-BSP.docx](#)

[Williams-CO-1-BSP.pdf](#)

Report compiled on: June 12, 2026