

PROJECT STATUS REPORT

1. Terra Linda High School - Aquatic Center & Support Buildings (Inc. 1 & 2)
2. Terra Linda High School - Wellness Center & DO Restrooms
3. Terra Linda High School - Fire Alarm Replacement
4. Terra Linda High School - Track Resurfacing Project

2/7/2025

PROJECT CONTACTS

SRCS Project Manager: Hugh Whelan
 Email:..... Hugh@Greystonewest.com
 Phone: 707-291-2783

Aquatic Center / Fire Alarm Replacement

Contractor: Wright
 Contact: Ryan Smith
 Phone:707-292-7422
 Email:rsmith@wrightcontracting.com

Wellness Center & DO Restrooms

Contractor: CWS
 Contact: Charlie Slack, Jr.
 Phone:415-599-6545
 Email:charliejr.cws@gmail.com

Fire Alarm Replacement

Contractor: Wright
 Contact: Ryan Smith
 Phone:707-292-7422
 Email:rsmith@wrightcontracting.com

Track Resurfacing

Contractor: Beynon
 Contact: Karol Fair
 Phone:559-905-4944
 Email:kfair@beynonsports.com

PROJECT DESCRIPTIONS

1. Replacement of the existing pool with a new 40-meter competition swimming pool and new athletic facility.
2. Modernization of existing building to create new Wellness Center with its own restroom as well as modernization of existing District Office Restrooms.
3. Replacement of campus wide fire alarm system.
4. Removal and replacement of the existing track surface.

PROJECTED SCHEDULE - Aquatic Center

Construction Start: 6/17/24
 Completion:..... 1/2/26
 Move-in: 1/5/26

PROJECTED SCHEDULE - Wellness Center

Construction Start: 6/17/24
 Completion:..... 9/30/24
 Move-in:1/27/25

PROJECTED SCHEDULE – Fire Alarm (PH-1)

Construction Start: 6/17/24
 Completion:..... 9/3/25
 Move-in: 8/21/25

PROJECTED SCHEDULE – Track Resurfacing

Construction Start: 7/1/24
 Completion:..... 9/5/24
 Move-in:8/23/24

PROJECT UPDATES

Aquatic Center:

Site Work - This week, install rebar.
 Building K – This week, sheetrock installs, intumescent paint. Next week, sheetrock, flooring RH testing,

Wellness Center:

(Restrooms) Punchlist.

(Wellness Center) Punchlist.

Fire Alarm: Pending product revision was approved by DSA.

Track Resurfacing: Punchlist phase.

