

March 30, 2022

City of Bloomington
Planning Division
Nick M. Johnson
1800 West Old Shakopee Road
Bloomington, MN 55431

Re: Seagate Technology – Wafer South
Construction Management Plan – Comment Responses

Dear Mr. Johnson,

In response to your plan review comments received March 25, 2022 we provide the following response.

Planning Comments

1. All written elements of the Construction Management Plan must be submitted in the form of a formal narrative or letter (as opposed to email).
 - *On Wednesday, 2/16/2022 McGough met with the Bloomington Fire Inspectors (Peter and Lance) at the Seagate site to review the fire lane traffic and access to hydrants and the FDC. The new addition will require the removal of one hydrant and the relocation of the existing FDC along the south side of the existing building. Access to the existing FDC from the loading dock area will be maintained until the FDC has been moved to its new permanent location also in the loading dock area. Fire Department access will be maintained to all fire hydrants on site and the FDC for the duration of the construction project. A designated fire access route has also been added to allow access in and out of the construction fenced area per the attached site logistics plan.*
2. Please provide more information as to what strategies Seagate will employ to ensure adequate parking supply on campus throughout the construction process. If Seagate is operating in a remote or hybrid work posture, provide general information that speaks to impacts on parking demand.
 - *Existing Seagate parking lot contains 1,589 parking stalls. Per Site Logistics Plan (Attachment A), approximately (567) stalls will be impacted by construction. Seagate's campus population during the construction period will be approximately (900) employees. Seagate will monitor parking utilization during construction, and will implement strategies such as requiring remote work and/or temporarily leasing stalls from neighboring properties if needed to support demand during construction.*

Fire Prevention Comments

1. Fire Department access to all FDC's and corresponding hydrants shall be maintained at all times.
 - *Access to all FDC's and corresponding hydrants will be maintained at all times*
2. Need additional information on how access to the hydrant near the basketball court be maintained.
 - a. How will the changes with the underground infiltration system affect the location after the work is completed?
 - *The changes with the underground infiltration system will have no effect on the hydrant.*
 - b. Will the hydrant remain in its current location or be moved? If moved, where?
 - *The hydrant remains in its current location*
 - c. Ensure existing hydrants are not fenced in or blocked by storage
 - *If fencing is needed for public safety gates will be added to access FDC and hydrant*
3. Where are the existing hydrants near the SE corner of building (where McGough's Office is proposed) be relocated to?
 - *The furthest East Hydrant stays in its current location. The hydrant to the West of that one gets removed.*
- b. Coverage is required on the south side the existing building.
 - *Agreed, existing hydrants to be maintained and fire lane access maintained through site.*
4. What type of gates are being proposed?
 - *Either swinging or sliding chain link gates*
- b. How will they be secured?
 - *With a chain and padlock*

Engineering Comments

1. Construction fencing must be located outside of the ROW.
 - *See updated logistics plan attached*
2. Construction fencing must be tapered at this corner to allow for the minimum 15 ft clear view triangle (clear view triangle not to scale).
 - *See updated logistics plan attached*

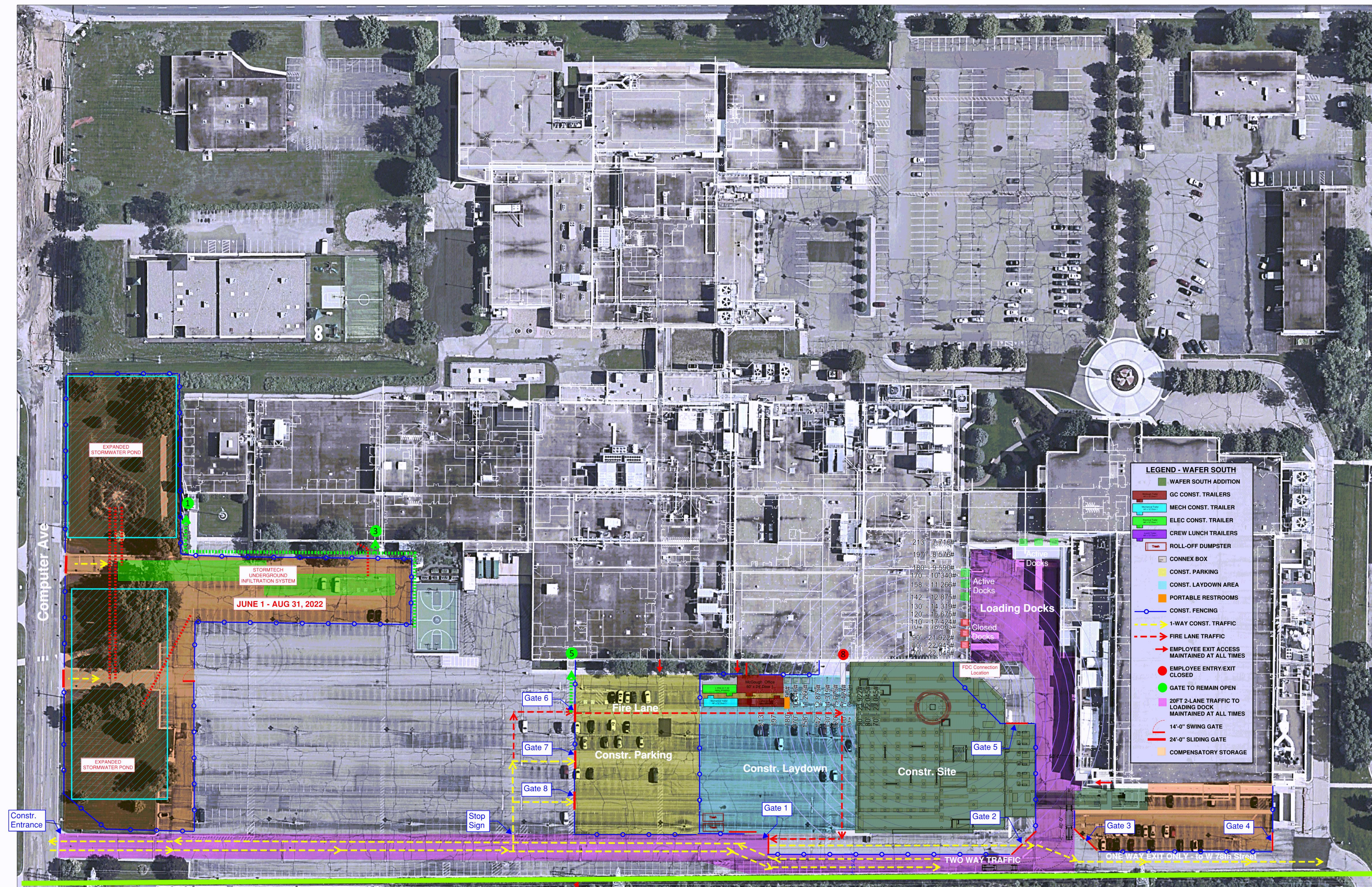
Please let me know if you have any questions or need any additional information.

Sincerely,



Paul Biason
McGough Construction

Attachment – McGough Site Logistics Plan dated March 28, 2022



Project Address:
7801 Computer Ave
Bloomington, MN 55435



McGough

Seagate - Site Logistics Plan

APPROVED
Zoning Review Only
04/12/2022 NMJ

Dated: 2/25/2022