

Bachelor Enlisted Quarters

BEQ Package #4 and #7 at Camp Pendleton, CA

Feb 2009 to Oct 2011

Project Director: Overall client liaison with NAVFAC, design-build leader, Joint-Venture executive committee, procurement, contract and RFP analysis, schedule and phasing of 4 separate building sites, and supervision of 45 project staff



Client:

NAVFAC Southwest
Camp Pendleton

Architect:

MVE Institutional and
Vasquez Marshall

Project Information:

Volume:	\$238,000,000
Market Type:	Military Housing
Contract Type:	Design-Build
Schedule:	22 & 23 Months
Precon:	7 Months
Total Floors:	4 & 5 Floors
Total Gross SF:	627,000 SF

Design-Build Joint-Venture Bachelor Enlisted Quarters (BEQs) at Marine Corps Base, Camp Pendleton at 4 separate sites (**Package #4 at \$116M and #7 at \$123M**). Total of 22-months schedule for each project. Housing over 2,800 Marines, included 14 housing and 8 community center buildings. Features included exterior pavilions and amphitheatres, BBQ/picnic structures, extensive site-work, infrastructure, training center, munitions storage, and renovation to existing, **LEED Gold**.



BEQ 4 Project Features and Highlights:

- Las Pulgas (Area 43) and Horno (Area 52)
- \$5M enhancement package as part of RFP proposal
- First ever skate-park included in the program,
- Renovation of existing flat-top buildings into new use
- Only BEQ project finish per Original CCD Date (2011)

BEQ 7 Project Features and Highlights:

- San Mateo (Area 53) and San Onofre (Area 62)
- Repelling tower and training center added to scope
- Included expanded DB wastewater treatment plant
- 2-Mile sewer system & storm outfall collection tanks
- Project dedicated to fallen Marine – Corporal Hogan

Awards and Achievements:

- NAVFAC – Best in Class Awards for Design, Program and Amenities 2011
- CMAA Project Achievement Award

Top 3 Accomplishments

1. First-Ever Turner West Coast contract with Government
2. Management of 150 item Plus-Minus list of scope adds/deducts
3. Reconstruction of All building roofs for outside air RFP change order