

























Capital Projects















Legend	
	High Priority
	Medium Priority
	Low Priority
	Completed
	In Progress
	Planning
	Pending Approval

Definitions	
STIP	Statewide Transportation Improvement Program
TE	Federal Transportation Enhancement program
ARRA	American Recovery and Reinvestment Act (stimulus)
URA	Urban Renewal Agency
EECBC	U.S. Energy Efficiency and Conservation Block Grant
ODFW	Oregon Department of Fish and Wildlife
CBR	Coos Bay Rail Link
BP	Oregon Bicycle & Pedestrian Program

Project	Details	Deadline	Deadline	Priority	Date	Funding Source	Maps
10th Street asphalt overlay	Overlay 10th Street from Central Avenue to Date Avenue. Restripe travel lanes.	Fall FY 2010			FY 2010	TE, STIP	 Click For Map

Vistor Information Center	Construct new Visitor Information Center building,	Summer FY 2010			FY 2010	URA	 Click For Map
Street lighting	Replace street lights and Sternberg lamps with energy-efficient bulbs.	Summer FY 2011			FY 2011	ARRA, EECBC	
City shops energy efficiency	Replace interior lights with energy-efficient bulbs	Fall FY 2011			FY 2011	ARRA, EECBC	 Click For Map
Ocean Boulevard and Central Avenue sidewalk	Install new sidewalk along west side of Ocean Boulevard to 19th Street and on Central Avenue. Install ADA access ramps at all intersections.	Fall FY 2011			FY 2011	BP, STIP	 Click For Map
Ocean Boulevard and Central Avenue road diet	Restripe Ocean Boulevard and Central Avenue to implement road diet plan.	Fall FY 2012			FY 2012	STIP	 Click For Map
Egyptian Theater Phase 1	Administer the structural renovation plan prepared by KPFF Engineering.	Summer FY 2013			FY 2013	Grant, URA	 Click For Map
Downtown Redevelopment Plan	Assess five downtown buildings to determine worthiness for redevelopment.	Summer FY 2013			FY 2013	Grant, URA	

Eastside Boat Ramp parking lot	Expand parking lot.	Fall FY 2013			FY 2013	ODFW, URA	 Click For Map
Highway 101 sidewalk	Expand sidewalk access along Bayshore Drive. Install metal safety fence along east side of Bayshore.	Spring FY 2015			FY 2014	BP, URA, port	 Click For Map
Downtown clock	Rebuild the downtown clock.	Fall FY2014			FY 2014	Gas tax	 Click For Map
Front Street RR sign plan	Develop a railroad sign plan for Front Street	Fall FY 2014			FY 2014	CBR	 Click For Map
Highway 101 curb appeal	Develop a curb appeal plan to landscape both Broadway and Bayshore Drive from north to south city limits.	Winteer FY 2014			FY 2014	Unfunded	 Click For Map
Library monitoring	Survey existing set points of the Coos Bay Public Library each month to monitor any further sinking.	Monthly			FY 2014	General fund	 Click For Map
Egyptian Theater Phase 2 (facade)	Renovate exterior façade per architectural design plans.	Fall FY 2014			FY 2014	Grant, URA	 Click For Map

Egyptian Theater Canopy	KPFF Engineering will have canopy design ready by Oct. 31, 2014.	Spring 2015	FY			FY 2015	Grant, URA	 Click For Map
Empire Boulevard (Newmark Avenue to Wisconsin Avenue)	Adding capacity to existing infrastructure	Spring 2015	FY			FY 2015	TE, BP	 Click For Map
Public Works shop relocation	Move city shops out of flood plain.	Fall FY 2016				FY 2016	Unfunded	
Street rehabilitation	Koosbay Boulevard roadbed has failed because of several underground spring and inadequate storm drain.	Fall FY 2016				FY 2016	Unfunded	 Click For Map
Street Rehabilitation	Coos River Road roadbed has failed because of several underground springs and inadequate storm drain.	Fall FY 2016				FY 2016	Unfunded	 Click For Map