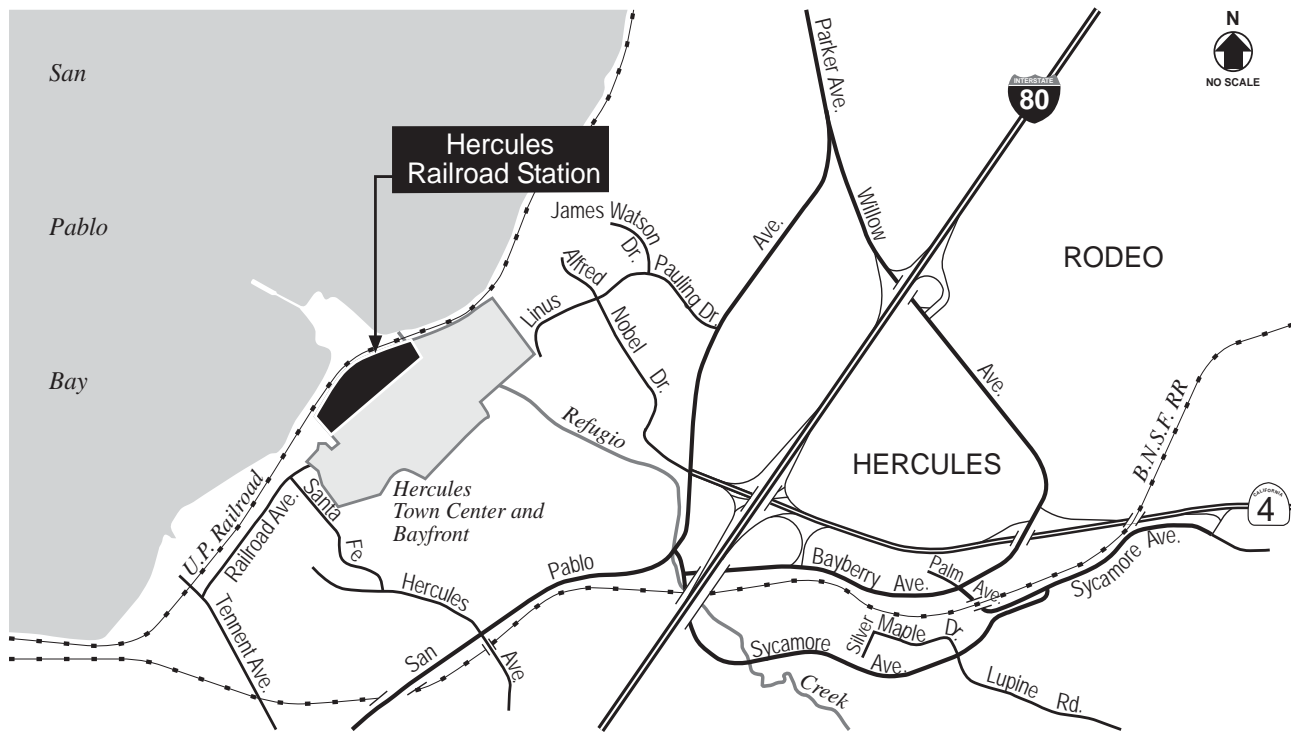




Hercules Rail Station



Project Number

4001

Project Sponsor

City of Hercules

Project Type

- Transit
- Highway
- Local Streets
- Major Arterial
- Bike/Pedestrian
- Other

Project Scope

Construct the Hercules passenger rail station (including interim parking, station platform, signage, plazas, etc.) along with track related improvements, including retaining walls and signal equipment relocation.

Funding Sources (\$ in million)

Total	44.7
Measure J Transportation Sales Tax ¹	5.5
Subregional Transportation Fees (WCCTAC)	6.5
State Transportation Improvement Program - Regional (STIP-RIP)	8.0
State Transportation Improvement Program - Transportation Enhancement (STIP-TE)	1.1
Federal Earmarked Appropriation	1.2
Local Redevelopment Funds	5.0
Traffic Congestion Relief Program (TCRP)	3.0
Other (TBD)	14.4

¹Measure J funds shown in escalated dollars. Actual commitment is in 2004 dollars as shown in Appendix A.

Hercules Rail Station (cont.)

Need/Purpose

The Hercules Rail Station project, together with the Hercules Waterfront Development, is an important regional, if not statewide project. When fully developed, these two projects will be the largest and most complete Transit Oriented Development in California. The Station provides a significant public improvement in return for at least \$300 million in identified near-term private investment in a planned Transit Oriented Development. The Station will be located within walking distance to both jobs and housing. Additionally, the Hercules Station will provide not only Capitol Corridor service immediately, but also future connections to Water Transit ferry service and local express bus services via WestCAT.

Project Location



Possible Segmentation

Construction phasing or project segmentation is incorporated into the City's schedule.

Issues

Project has a significant funding shortfall.

Current Status

Project is currently in the environmental clearance phase. A concurrent final design is underway. Preliminary design is complete.

Project Schedule

