



MAYOR AND COUNCIL COMMUNICATION

DATE: 2/19/2013

CONSENT

ITEM #: 9

MOTION *As part of Consent Agenda*

AGENDA ITEM: 2013 Seal Coat Project – Authorize Preparation of Plans & Specifications

SUBMITTED BY: Ryan Stempski, Assistant City Engineer

THROUGH: Dean A. Zuleger, City Administrator

REVIEWED BY: Mike Bouthilet, Public Works
Jack Griffin, City Engineer

SUMMARY AND ACTION REQUESTED: The City Council is respectfully requested to consider authorizing the preparation of plans and specifications for the 2013 Seal Coat Project.

STAFF REPORT: As part of the annual street maintenance program, certain street and roadway segments are routinely treated with crack sealing and seal coating to preserve and extend the useful life of the pavement. The City maintains a 5-year street maintenance plan which identifies and programs each paved city street with a proposed maintenance application and designated year. Best management practices for street maintenance are followed to maximize benefit on the city's investments. One year in advance of the scheduled maintenance application, public works and engineering staff perform a field review to verify the scheduled maintenance activity. Crack sealing was authorized and applied to each of these street segments in 2012 in preparation of the scheduled seal coating. Later this year, staff will request authorization to perform Crack sealing for those streets to be seal coated in 2014.

The proposed 2013 Seal Coat Project will consist of 6 miles of City streets (see Improvement Year 2013 on the attached 2013-2017 Seal Coat Program Map). A budget of \$160,000 was programmed in the 2013 city budget (Fund No. 409 – Infrastructure Reserves), which includes both construction and engineering.

RECOMMENDATION: Staff is recommending that the City Council consider authorizing FOCUS Engineering to prepare plans and specifications and to provide bidding and construction services in the estimated amount of \$9,000 for the 2013 Seal Coat Project.

ATTACHMENTS:

1. 2013-2017 Seal Coat Program – Location Map