

# CITY COUNCIL AGENDA REPORT

Meeting Date: October 5, 2023 From: Karen Kinser, Deputy Director of Public Works Subject: Upper Visitacion Overlay Project (Project No. 922I)

## Community Goal/Result - Safe Community

**Purpose** - To provide preventative maintenance and repair on Visitacion Avenue between Mendocino Street and San Benito Road.

**Recommendation** - Award the construction contract for the Upper Visitacion Overlay to Radius Earthwork in the amount of \$219,174 and authorize the mayor to sign the Agreement for the City.

### Background

The city received four bids on September 21st, 2023:

Dadius Forthwork	\$219,174.00
Radius Earthwork	\$237,120.00
G. Bortolotto & Company, Inc.	, ,
Interstate Grading and Paving Inc.	\$286,835.00
JV Lucas Paving	\$336,504.75

Staff reviewed the apparent low bid and determined that the proposal was responsive, and the bidder was responsible. The low bid minimally exceeded the engineer's estimate of \$180,000.

Impacts to pedestrians, cyclists, and the motoring public will be minimal during construction, which is expected to occur in the fall. The contractor will be required to keep one lane of traffic open in each direction on Visitacion Avenue, but parking will be impacted during construction.

#### **Environmental Review**

The project in question is roadway reconstruction, primarily involving the placement of an asphalt concrete overlay. This work is consistent with Title 14, California Code of Regulations, Section 15302, Class 2 (c) in that replacement activities associated with the project are on the same site as the existing facilities and the replacement of existing facilities will have no change in purpose or expansion of capacity. Accordingly, the project is categorically exempt from CEQA.

### Fiscal Impact

2022-2023 RMRA Funds and Measure A Sales Tax and State Gas Tax revenues will fund this project.

Karen Kinser, Deputy Director of Public Works

RJ Breach

Juy La L. Holo

Randy Breault, Director of Public Works/City Engineer

Clay Holstine, City