

PUBLIC WORKS

То:	Mayor and Town Council
From:	Carrie Jones, Director of Public Works
Through:	Mario Canizares, Town Manager Chuck Ewings, Assistant Town Manager
Re:	Agreement with URETEK USA for Repair of Westbound Prosper Trail
	Town Council Meeting – November 12, 2024

Strategic Visioning Priority: 4. Provide Excellent Municipal Services

Agenda Item:

Consider and act upon approving an agreement with URETEK USA for repairs to the westbound lanes of Prosper Trail from Mike Howard Way to Dallas Pkwy for \$283,500.

Description of Agenda Item:

The existing concrete panels of Prosper Trail are uneven and require repair to improve the surface and prevent further settling. Due to the uneven joints, complaints regarding noise have been received from residences along this section of Prosper Trail. The proposed agreement with URETEK is to inject polymer to stabilize and void-fill each panel to level and improve the existing condition. The work is estimated to take 30 working days, weather permitting. Street crews will provide traffic control and remove and replace any panels that are found to be damaged.

These services have been procured utilizing the BuyBoard cooperative purchasing contract #730-24 to ensure competitive pricing.

Budget Impact:

The annual streets budget provides funding for annual maintenance activities up to \$1,180,000.00. This proposal is \$283,500 to be charged to account 15050010-56120, Contract – Annual Street Maintenance.

Legal Obligations and Review:

Terrence Welch of Brown & Hofmeister, L.L.P., has approved the attached documents as to form and legality.

Attached Documents:

1. URETEK Proposal for Services

Town Staff Recommendation:

Town Staff recommends the Town Council approve an agreement with URETEK USA for repairs to the westbound lanes of Prosper Trail from Mike Howard Way to Dallas Pkwy for \$283,500.

Proposed Motion:

I move to approve an agreement with URETEK USA for repairs to the westbound lanes of Prosper Trail from Mike Howard Way to Dallas Pkwy for \$283,500.