

Engineering Division of the Public Works Department

To: Chairman Arnett and Commission Members
From: Andrew Beyer, P.E., Director of Public Works/City Engineer
Date: August 21, 2025
Subject: Public Works Commission Meeting of August 26, 2025

Background

Review and take possible action: Change order no. 1 to Bituminous Surfacing Contract #6-25 with Wolf Paving

Funding is available for street resurfacing in the Annual Street Reserve Account due to favorable 2025 bids. Good resurfacing candidates have water main in good condition, good drainage, curb and gutter in good condition, pavement condition just beyond point of seal coat, and good base material.

Below is the list of resurfacing streets developed by the Engineering Division to add to this year's contract for consideration. Oakwood Lane is being added due to additional water main work; this work was previously anticipated but now needs to be included in the bituminous surfacing contract. Engineering is seeking Commission approval to add the below streets to the 2025 Bituminous Surfacing Project Contract.

Street	Limits	L.F.	Cost Estimate
Summit Avenue	East Gate Drive west 640'	640'	\$46,000
South Street	Chadwick Drive to Benton Street	1,300'	\$90,000
Oakwood Lane	Milford Street west 310'	310'	\$19,000

Adding these streets to the 2025 Bituminous Surfacing Project Contract would increase the contract by up to \$155,000, bringing the revised contract price to \$681,049.78.

Attachments:

- Site Map

Budget Goal

1. Proactively maintains and improves our parks and infrastructure to ensure safety, quality, and equity
2. Maintains a safe and healthy community, with an eye toward future needs and trends

Financial Impact

Funding for this work is available in the Annual Street Reserve Account. The favorable 2025 bids allow the City to extend resurfacing to additional streets.

Recommendation

Engineering recommends approval of the attached change order to Contract #6-25 with Wolf Paving in the amount of \$155,000 for additional 2025 Street Resurfacing.