AUSTIN CITY COUNCIL					
AGENDA					
Recommendation for Council Action (CMD)					
Austin City Council		Item ID:	32495	Agenda Number	5.
Meeting Date:	May 15, 2014				
Department:	Contract Management				
Subject					
Authorize execution of a construction contract with RAMMING PAVING COMPANY for the 2014 Miscellaneous Streets Overlay Project in an amount not to exceed \$2,203,089.68.					
Amount and Source of Funding					
Funding is available in the Fiscal Year 2013-2014 Operating Budget of the Public Works Department.					
Fiscal Note					
A fiscal note is not required.					
Purchasing Language:	Lowest responsive bid of three bids received.				
Prior Council Action:					
For More Information:	Tony L. Lopez, 512-974-6581; Pirouz Moin, P.E., 512-974-8769; Lucy Bonee, 512-974-7967; Elizabeth Godfrey, 512-974-7141.				
Boards and Commission					
Action:					
Related Items:					
MBE / WBE:	This contract will be awarded in compliance with City Code Chapter 2-9A (Minority Owned and Woman Owned Business Enterprise Procurement Program) by meeting the goals with 10.99% MBE and 2.02% WBE subcontractor participation.				
Additional Backup Information					

The 2014 Miscellaneous Streets Overlay project is being undertaken as preventive maintenance for selected neighborhood streets across the city. The project will strengthen and smooth streets identified by the Pavement Management Information System. The work involves all necessary street preparation including: milling, crack sealing, and asphalt surface replacement to 25 lane miles of roadway.

An alternate to the contract will provide for the resurfacing of an additional five lane miles of pavement employing milling and overlay. The price of the alternate bid allows for the work to be performed within the budget allocation.

The contract allows 60 working days for completion of this project.

This project is will involve various streets in the downtown area of the City and is managed by the Public Works Department.

Ramming Paving Company is located in Austin, Texas.