



TO: Mayor Tom Ross
Members of the City Council

FROM: Lance Meyer, P.E., City Engineer

DATE: May 1, 2023

SUBJECT: US 2 AND 42ND ST SE CHIP SEAL COST PARTICIPATION AND MAINTENANCE AGREEMENT (4724)

I. RECOMMENDED ACTION

1. Recommend council approve the attached Cost Participation and Maintenance Agreement with the NDDOT
2. Authorize the Mayor to sign the agreement

II. DEPARTMENT CONTACT PERSONS

Lance Meyer, City Engineer	701-857-4100
Emily Huettl, Assistant City Engineer	701-857-4100

III. DESCRIPTION

- A. Background
The NDDOT will bid chip seal work on US 2 and adjacent side streets and frontage roads.
- B. Proposed Project
The City will have a cost share for the improvements and the agreement stipulates what the City's cost share is and its long term maintenance responsibilities. The rest of the agreement is standard NDDOT CPM agreement language.
- C. Consultant Selection
N/A

IV. IMPACT:

- A. Strategic Impact:
Keeping arterial roadway pavements in excellent condition is a priority for the City
- B. Service/Delivery Impact:
Some roadways will have traffic impacts as they are sealed by construction crews. The impact is typically short in duration.
- C. Fiscal Impact:
The NDDOT has calculated the City's cost share based on the standard percentages used for federal aid projects. The City's cost share is 19.07% for the City's classified street network and 100% City funds on the local street network.

Project Costs

The City's cost share is estimated to be \$42,996.

Project Funding
10038000-44508 – Street Maintenance

V. CITY COUNCIL ASPIRATIONS

This item achieves the aspirations of resilient and prepared and excellent and connect.

VI. ALTERNATIVES

Council could choose not to approve the CPM agreement. In that instance, the City would lose its federal share and all project costs would be assumed by the City.

VII. TIME CONSTRAINTS

NDDOT requests approval of the CPM Agreement at this meeting, so the project can be bid.

VIII. LIST OF ATTACHMENTS

- A. US 2 and 42nd St SE Chip Seal CPM Agreement