

City of Blaine Anoka County, Minnesota

Blaine City Hall 10801 Town Sq Dr NE Blaine MN 55449

Legislation Text

File #: MO 21-28, Version: 1

ADMINISTRATION - Dan Schluender - City Engineer

AUTHORIZE THE MAYOR AND CITY MANAGER TO ENTER INTO A CONTRACT WITH SEH FOR PROFESSIONAL ENGINEERING SERVICES FOR THE 132 ND AVENUE/HASTINGS STREET AREA REHABILITATIONS, PROJECT NO. 21-07

On September 21, 2020 Council initiated the 132nd Avenue/Hastings Street Area Rehabilitations, Project No. 21-07.

The Engineering Department had requested proposals from two local engineering firms for preliminary design and preparation of a feasibility report for the project. After review of all proposals, SEH was awarded a contract for preliminary design and preparation of a feasibility report for the project at the same September 21, 2020 City Council meeting. At that time it was stated that after completion of the feasibility report and upon ordering the improvements, a contract for final design and construction services would be negotiated with SEH.

The Engineering Department recently requested and received a proposal for final design and construction services for the 132nd Avenue/Hastings Street Area Rehabilitations project from SEH in the amount of \$271,000.00 Staff has reviewed this proposal and determined that the fees are justified and reasonable. City Council is also asked to approve a 10% contingency to bring the total project budget to \$298,100.00

This project will be funded through proposed project assessments, Pavement Management Program funds and Public Utility funds.

By motion, authorize the Mayor and City Manager to enter into a contract with SEH in the amount of \$271,000.00 for engineering design and construction services for the 132nd Avenue/Hastings Street Area Rehabilitations project, Improvement Project No. 21-07. In addition, authorize a 10% contingency to bring the total project budget to \$298,100.00 and authorize the Director of Public Works to sign all change orders up to the authorized project budget amount.