

## **CONTRACT**

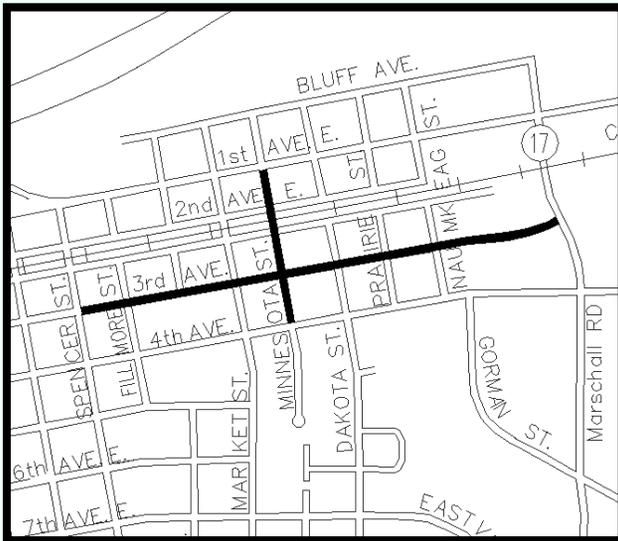
Shakopee City Council awarded the contract for the 2016 Street Reconstruction to the low bidder, Ryan Contracting Co., Elko - New Market, MN.

## **PROJECT SCOPE**

The roadway will be completely removed, new curb and gutter and pavement will be placed.

- City utilities (Watermain & Sanitary Sewer) will be replaced in its entirety.
- Sanitary Services will be replaced up to 10-feet from the property line.
- Water services will be replaced up to existing curb stop, including the curb stop.
- Storm Sewer structures will be added to improve drainage.
- Sidewalks will be reconstructed on both sides of 3rd Avenue from Spencer Street to Market St and on the east side of Minnesota Street from 1<sup>st</sup> Ave to 2<sup>nd</sup> Ave.

## **PROJECT AREA MAP**



## **PROJECT DATES & SCHEDULE**

Tree removals for the entire project area will occur on or around May 11<sup>th</sup>. Ryan Contracting anticipates starting construction at Naumkeag Street. They will complete the project in phases, doing several blocks at a time. The contractor will start hooking up temporary water around the week of May 16<sup>th</sup>. They will remove the bituminous surface and curb and gutter for the first phase around that time followed by utility reconstruction.

The project is scheduled to be completed in early October 2016.

The City will attempt to post general weekly project updates on our website ([www.shakopeemn.gov](http://www.shakopeemn.gov)) once construction begins. Construction schedules will vary due to delays caused by on-site conditions, weather and subcontractor availability.

## **ROAD & DRIVEWAY ACCESS**

It is our intent to provide access to your driveway at the end of the work day. You will not have access to your driveway for 7 days after the curb is poured. If you have a concrete driveway, you will also not have access for 7 days after the drive is poured. If this creates a hardship for you, please contact Ryan Halverson at (612) 490-1581. The City Council would like you to know that you can park on your lawn during the project if access is an issue.

## **TREE REMOVAL**

Some trees will be removed only where they interfere with sanitary service line or water service line construction. Contact Ryan Halverson if you want more information on what trees will be removed.

## **TEMPORARY WATER**

A majority of the watermain within the project area will be replaced as part of this project. As a result, you will be put on temporary water over the summer. Temporary water consists of temporary pipes above ground attached to your outside spigot. Because the pipes are over ground, your water will be at a warmer temperature. It will probably be necessary to refrigerate your drinking water. You may have a slight drop in pressure. However, your water softeners and sprinkler systems should not be affected. The contractor will need to enter your house to connect the temporary system. If you have questions, he will be more than willing to answer them.

## **SPRINKLERS & DOG FENCES**

The City Right-of-Way extends approximately 20 feet from the back of curb and gutter. Please remove all underground fencing within City right-of-way ASAP. Please mark portions of your sprinkler system located within City right-of-way.

## **LANDSCAPING**

Please remove all landscaping & vegetation you want to save from City right-of-way. Contact Ryan Halverson if you would like to know the contractor's removal limits adjacent to your property.

## **CONCRETE**

Please do not drive on any new concrete curb & gutter for 7 days and driveways for 7 days to allow the concrete to cure.

## **SOD**

After sod is placed, the contractor will water it for 30 days. We would encourage you to assist the contractor in watering during this time. After that, you will be responsible for watering. The new sod will need more water than the rest of your yard this year and next year. After the sod is accepted 30 days after placement the City will not come back and replace it. Please notify Ryan Halverson ASAP if you have any issues with the sod.

## **GARBAGE CONTAINERS**

Occasionally the contractor will move your garbage container on pickup day to help facilitate garbage collection. Please put your address on the top of your container to ensure the containers get returned to the correct property. Your garbage will be picked up on the same day, but, they will be picking up the garbage at 7a.m. to avoid conflict. Please have your container curbside before 7a.m regardless of the condition of your street.

## **PRIVATE WORK**

Ryan Contracting will be replacing sewer services from the center of the road to approximately 10 feet behind the curb and gutter. They are not interested in reconstructing sanitary sewer services the rest of the way up to the house or replacing concrete or bituminous driveways. If you are going to have another contractor in to do any sanitary sewer or driveway reconstruction, please have them contact Ryan Halverson ASAP so we can coordinate the work.

## **WHO DO I CALL**

The construction observer for the project is Ryan Halverson. Ryan will be on-site everyday and calling him is the most efficient means for you to get answers. Contact Ryan anytime for updated scheduling information. His contact information is:

Mobile Phone: (612) 490-1581  
Office Phone: (952) 233-9366  
Email Address:  
rhalverson@shakopeemn.gov

You may also contact the contractor. The project manager for this project is John Rowe, Ryan Contracting Co.  
(952) 894-3200.

## **EMERGENCY CONTACTS**

If there is a project related emergency after hours please call the following numbers:

John Rowe (612) 282-4334  
Chris Schneider (612) 282-4374  
(Street, sanitary or storm sewer, traffic control)

Shakopee Public Utilities (952) 445-6681  
(Temporary water issues)

Scott County Dispatch (952) 445-1411  
(Only if you cannot reach any one else)

Shakopee Engineering Department  
City of Shakopee  
129 South Holmes Street  
Shakopee, MN 55379  
(952) 233-9369



## **ENGINEERING DEPARTMENT**



## **2016 Street Reconstruction Project Information**



May 4, 2016