



Legislation Text

File #: 2020-0299, **Version:** 1

Consider a resolution authorizing the Mayor to execute a Contract with Cash Construction Company, Inc for the Northeast Downtown Utility Improvements Project.

In 2016, the City of Round Rock adopted the Downtown Improvement Plan (DIP) which serves as a planning document for the proposed future downtown roadway and utility infrastructure. Since that time, the City has been undertaking projects based on the DIP to improve the downtown area.

This item is for the construction services required for the Northeast Downtown Improvements Project. This project involves the installation of new water and wastewater lines, installation of a new stormwater system, construction of an underground dry utility duct bank, and construction of right-of-way (ROW) improvements needed in the northeast downtown area. The construction of the ROW will be in accordance with the DIP and include roadways, sidewalks, brick pavers, and streetlights. The stormwater system will be constructed northerly on Sheppard Street and extend all the way to Brushy Creek. The project area includes two blocks of East Austin Avenue and East Liberty Street between Mays Street and Sheppard Street. The project also includes Lampasas Street and Sheppard Street between East Liberty Street and East Austin Avenue.

The proposed utility and roadway improvements will revitalize the northeast section of downtown Round Rock and support future development. The improvements will also benefit the new library site located in the northeast area with the infrastructure needed to support it. On September 23, 2020, the Department received six bids for the Northeast Downtown Infrastructure Improvements project. The Department recommends a construction contract with Cash Construction, Inc. for \$7,823,780.

Cost: \$7,823,780

Source of Funds: RR Transportation and Economic Development Corporation (Type B), Self-Financed Stormwater Construction, Self-Financed Wastewater Construction, Self-Financed Water Construction