CHARLOTTE

City of Charlotte

Charlotte-Mecklenburg Government Center 600 East 4th Street Charlotte, NC 28202

Legislation Text

File #: 15-9497, Version: 1

Hough Road Storm Drainage Improvement Project

Action:

Approve a contract in the amount of \$731,935.33 to the lowest responsive bidder United of Carolinas, Inc. for the Hough Road Storm Drainage Improvement Project.

Staff Resource(s):

Mike Davis, Engineering and Property Management Harold Gaines, Engineering and Property Management

Explanation

- The 4118 Hough Road Storm Drainage Improvement Project will address failing drainage systems on Hough Road, Heather Lane and Bevis Drive in Council District 1.
- Construction will include the installation storm drainage, drainage system rehabilitation, incidental paving and curb and gutter.
- On January 25, 2019, the City issued an Invitation to Bid; four bids were received.
- United of Carolinas, Inc. was selected as the lowest responsive, responsible bidder.
- The project is anticipated to be complete by first quarter of 2020.

Charlotte Business INClusion

Established SBE Goal: 19.00% Committed SBE Goal: 19.00%

United of Carolina, Inc. met the established SBE subcontracting goal, and has committed 19.00% (\$139,100) of the total contract amount to the following certified SBE firms (Part B: Section 3 of the Charlotte Business INClusion Policy):

- J&R Tough Construction, Corp (SBE, MBE) (\$98,000) (various construction)
- B&N Grading, Inc (SBE) (\$28,000) (asphalt paving)
- Cesar A Leon LLC (SBE, MBE) (\$13,100) (hauling)

Established MBE Goal: 7.00% Committed MBE Goal: 15.18%

United of Carolina, Inc. exceeded the established MBE subcontracting goal, and has committed 15.18% (\$111,100) of the total contract amount to the following certified MBE firms (Part B: Section 3 of the Charlotte Business INClusion Policy):

- J&R Tough Construction, Corp (SBE, MBE) (\$98,000) (various construction)
- Cesar A Leon LLC (SBE, MBE) (\$13,100) (hauling)

Fiscal Note

Funding: Storm Water Community Investment Plan

Attachment

Map