



Small Business Development Division

Project Worksheet

Project/Contract Title: Traffic Circle Improvements at SW 97th Ave. and SW 120th St. **Received Date:** 9/18/2020
Project/Contract No: RPQ NO. 20200255 **Funding Source:** General Funds
Department: Transportation and Public Works
Estimated Cost of Project/Bid: \$468,827.22

Description of Project/Bid: The work includes but is not limited to the following: Improving geometry of the NE corner of the existing traffic circle, installing pedestrian crossings at a minimum of 20' from circulatory roadway, drainage, refurbishing of pavement markings, milling and resurfacing, installing two (2) Warning Flashers, and upgrading lighting at the traffic circle.

Contract Measures Recommendation		
<u>Measure</u>	<u>Program</u>	<u>Goal Percent</u>
Goal	SBE - Con	10.17%
Reasons for Recommendation		
<p>SMALL BUSINESS ENTERPRISE – CONSTRUCTION (SBE-Con) An analysis of the factors contained in the project package, as well as the factors contained in Section VI.C. of Implementing Order 3-22 indicates that a 10.17% Small Business Enterprise – Construction (SBE-Con) Subcontractor Goal is appropriate for this contract in the following trades: Highway, Street and Bridge Construction (Concrete work) – 7.20% and Painting and Wall Covering Contractors (Traffic Stripes and Marking) – 2.97%. An attempt was made to make this project a Set-Aside however, there were no responses to the Verification of Availability to Bid process.</p> <p>CWP Not applicable: Not in a DTA</p> <p>NAICS 237310 Highway, Street, and Bridge Construction, NAICS 237990 Other Heavy and Civil Engineering Construction, NAICS 238320 Painting and Wall Covering Contractors</p>		
Small Business Contract Measure Recommendation		
<u>Subtrade</u>	<u>Category</u>	
Highway, Street, and Bridge Construction	SBE - Con	
Painting and Wall Covering Contractors	SBE - Con	

Living Wages: YES NO **Highway:** YES NO **Heavy Construction:** YES NO
Responsible Wages: YES NO **Building:** YES NO



 SBD Director

 10/01/20
 Date