

Consider hiring engineer for Cedar Hollow Crossing road re-construction.

Moved: **Commissioner Hays**

Seconded: **Commissioner Boatright**

Motion: To retain Haynie Consulting, Inc. Civil Engineers and Land Surveyors for improvement of Cedar Hollow Crossing Road.

Vote: 5 - 0

< Attachment >



**HAYNIE CONSULTING, INC.
CIVIL ENGINEERS AND LAND SURVEYORS**

December 5, 2000

**Mr. Greg Boatright, Commissioner, Precinct 2
Williamson County
350 Discovery Boulevard, Suite 201
Cedar Park, Texas 78613**

**RE: Engineering / Surveying Services Proposal for
Improvement of Cedar Hollow Road**

Dear Mr. Boatright,

Thank you for the opportunity to submit a proposal on your project. The scope of this project is to survey and reconstruct approximately 5,800 l.f. of Cedar Hollow Road from SH 29 north to the low water crossing.

A. Scope of Service:

The specific scope of work will include the following:

- 1. Survey roadway to determine if and where additional right-of-way may be needed.**
- 2. As-built existing roadway with specific detail of driveways, mailboxes, drainage structures. Verify existing utilities (Chisholm Trail Water SUD and SWB)**
- 3. Research ownership where right-of-way is recommended to be acquired.**
- 4. Prepare field notes for right-of-way acquisitions.**
- 5. Prepare drainage study and evaluate the existing drainage structures and design needed improvements.**
- 6. Coordinate with Geo-tech Laboratory for soil testing and design recommendations.**
- 7. Design (Collector Street) Roadway with specific details as follows:**
 - a. 2" HMA, 20 feet wide with minimum 2' stabilized shoulders and 3:1 taper beyond (4' shoulders where right-of-way allows).**
 - b. Schedule sequence of work for bamage of existing pavement surface and the addition of emulsifier for quick stabilization (will allow traffic on base immediately).**
 - c. Improve drainage structures as required.**
 - d. Pavement striping with reflector dots.**
 - e. Raise intersection at SH 29 for better line of sight with up to 4 cars stacking for right turn.**