

City of Hesperia

STAFF REPORT



DATE: June 20, 2017
TO: Mayor and Council Members
FROM: Nils Bentsen, City Manager
BY: Mark Faherty, Public Works Manager
SUBJECT: Paving Material Demands for Fiscal Year 2017-18

RECOMMENDED ACTION

It is recommended that the City Council authorize the City Manager to execute an open purchase order with Vulcan Materials Company of Oro Grande, California, for asphalt materials necessary to repair the City streets in the not-to-exceed amount of \$100,000.

BACKGROUND

Each year the City purchases asphalt materials for maintenance of the City's streets. Two types are purchased, "hot mix" for permanent patching, and "cold mix" for temporary patching and certain pothole repairs. The material purchased is used for miscellaneous repairs of City streets, such as filling potholes, small paving projects, and minor drainage improvements. Vulcan Materials is the only local firm that provides hot mix daily on an as-needed basis in the Victor Valley.

ISSUES/ANALYSIS

Staff has budgeted \$237,500 for street maintenance materials in Fiscal Year 2017-18, which includes asphalt, concrete, crack seal material, emulsion and other miscellaneous materials. Of this budgeted amount, staff is requesting Council approve an open purchase order in the not-to-exceed amount of \$100,000 for paving materials. This is based on last year's expenditures for paving materials totaling approximately \$100,000 and the request for \$100,000 this year reflects the amount needed to fund the paving program.

This request to purchase a commodity without bidding is allowable under the single vendor provisions of the Purchasing System established under the Hesperia Municipal Code Section 3.08.070.

FISCAL IMPACT

Funding for this project is identified in the Fiscal Year 2017-18 budget under account 263-29-310-3150-7400.

Budget Amount	\$237,500
Pavement Material	<u>100,000</u>
Balance Remaining	\$137,500

ALTERNATIVE(S)

1. Provide alternative direction to staff.

ATTACHMENT(S)

1. Vulcan Materials Company quote