CITY COUNCIL COMMUNICATION:

ITEM_

02-144

OFFICE OF THE CITY MANAGER CITY OF DES MOINES, IOWA

SYNOPSIS -

AGENDA:

MARCH 18, 2002

An agreement has been proposed between the City of Des Moines and the Iowa Department of Transportation (IDOT) for landscaping enhancements on M.L. King, Jr. Parkway at the intersection with Ingersoll Avenue.

SUBJECT:

IDOT AGREEMENT FOR LANDSCAPING ENHANCEMENTS ON M.L. KING JR. PARKWAY AT THE INTERSECTION WITH INGERSOLL AVENUE The design and construction administration services for the project are being provided as part of the M.L. King, Jr. Parkway Paving Project. The construction costs are eligible for reimbursements by Federal Surface Transportation Program (STP) Enhancement Funds of 80 percent of eligible costs, up to a maximum of \$99,000.

FISCAL IMPACT -

Funding for the City's share of the cost is shown in the current CIP budget, page STR-37, Martin Luther King, Jr. Parkway - North/South Segment.

TYPE:

RESOLUTION ORDINANCE RECEIVE/FILE

RECOMMENDATION -

Approval.

SUBMITTED BY:

JEB E. BREWER, P.E. CITY ENGINEER

BACKGROUND -

The Transportation Equity Act for the 21st Century (TEA-21) provides for Federal funds to be used for traffic enhancement projects. The portion of the eligible project costs paid by Federal (STP) Enhancement funds shall be limited to a maximum of either 80 percent of eligible costs or the amount stipulated in the Des Moines Area Metropolitan Planning Organization's current Traffic Improvement Program (TIP) and approved in the current State-wide Transportation Improvement Program (STIP), whichever is less. The approved maximum amount is \$99,000.

The next phase of the M.L. King, Jr. Parkway project from Ingersoll Avenue to Center Street will include landscaping and scenic enhancements at the intersection of Ingersoll Avenue. The landscaping and scenic enhancements will be funded to a maximum of \$99,000 by TEA-21 funds. The City of Des Moines funding will be provided in the CIP for the M.L. King, Jr. Parkway - North/South Segment project.