

The County of Yuba

Community Development and Services Agency



TO: Board of Supervisors

FROM: Community Development and Services Agency, Samuel Bunton

SUBJECT: Community Development and Services: Approve agreement with Quality Engineering Services for County Road Network Inventory Project, and authorize Chair to execute

DATE: September 26th, 2023

NUMBER: 421/2023

RECOMMENDATION:

Approve agreement with Quality Engineering Solutions for County Road Network Inventory Project, and authorize Chair to execute.

BACKGROUND:

Roads are one of the County's most expensive assets and many methodologies exist for how best to maintain them. Currently, the Public Works Department's strategy is primarily "Worst First", meaning that roads in the worst condition are prioritized for repair at the expense of roads requiring only maintenance. This strategy has shown challenging to care for a road network as it is incredibly expensive and is unable to keep pace with an ever-growing backlog of roads in need of maintenance and repair. This strategy is not a result of a lack of care or effort on the part of current or previous staff, but rather that the department has lacked the tools and data to adopt any other method.

DISCUSSION:

This project will provide the Public Works Department with the tools and data it requires to transition from a primarily "Worst First" strategy to one that prioritizes performing maintenance to extend the life of roads. This new strategy will allow the Department to care for the County's roads in a more cost-effective and efficient manner, providing a higher level of service to both County residents and visitors.

COMMITTEE ACTION:

The Land Use & Public Works Committee was bypassed as this project is included in the Public Works Budget.

FISCAL IMPACT:

Budget

Board Approved FY 2023-24 Budget Appropriation

Source of Funds

General Fund - None

Non-General Fund – \$128,638.95 (one time) – Road Fund

Attachments

421/2023 - Agreement for Professional Services: Yuba County Road Network Inventory Project