CITY OF TWIN OAKS—CITY ENGINEER TWIN OAKS, MISSOURI

Year: 2014 – Current

Client: City of Twin Oaks

Phone: (636) 225-7873

Contact: Frank Johnson City Clerk 1381 Big Bend Road Twin Oaks, MO 63021

Ongoing Street Maintenance

BFA inspects the City streets and prepares project plan sheets, construction details, and bid packages for the repair and maintenance items. Since 2014 the street projects have consisted of curb repairs, crack sealing, ultrathin bonded wearing surface overlay (Nova-Chip), full depth pavement repair, restriping, removal and replacement of concrete pavement panels, and concrete road ditch design. BFA also managed the projects during construction. Identifying change/add orders and working with the contractor to ensure project were completed. BFA confirmed pay quantities for the contractors, pay applications, reviewed certified payroll documents for the City, and managed punch-list repair items.

Right-of-Way Maintenance

In addition to the maintenance of the roadway infrastructure, BFA had surveyed several City Street's Right-of-Way and prepared exhibits and recorded document. These surveys have helped the City to identify dead trees within their right-of-way for maintenance purposes, which have been used to settle disputes.

Parks

As the city engineer for the City of Twin Oaks, we have worked on several projects in their City Park. One of the projects we worked on was a park lake enhancement project, which included coordination with the contractor for dredging the lake and concept plans for park trails and council ring. This project also included evaluating stormwater runoff and potential BMPs to provide stormwater polishing upstream of the lakes. Another project we were involved with was a lighting project, which included coordination with the city

& lighting supplier, and layout of nine decorative lighting fixtures. Additional Past projects within the City Park include design of a play structure, triple inlet, water feature with waterfall, stream, bio retention basin, and walking trails.



