

## 2021 STREET PRIORITY

### BASE BID

#### Northwest:

1. **Nogal Street from Arroyo Boulevard to West Third Street - \$38,756.75**
2. Alamo Street from Arroyo Boulevard to Canal Street - \$188,795.50 (3)
3. West First Street from Arroyo Boulevard to Brazil Street - \$97,981.75 (4)
4. West Third Street from Arroyo Boulevard to Brazil Street - \$107,944.00 (2)

#### Northeast:

1. **Coma Street from Ocean Boulevard to East First Street - \$42,268.13**
2. **Coma Street from East First Street to East Second Street - \$42,268.12**
3. **East Second Street from Arroyo Boulevard to Pita Street - \$59,653.25**

#### Southwest:

1. **West Eighth Street from Arroyo Boulevard to Alamo Street - \$62,354.25**
2. **West Eighth Street from Olmo Street to Nogal Street - \$62,354.25**
3. **West Sixth Street from Arroyo Boulevard to Brazil Street - \$92,331.75**
4. **West Fifth Street from Arroyo Boulevard to Brazil Street - \$92,080.50**
5. **Alamo Street from West Fifth Street to West Eighth Street - \$137,756.50**
6. West Ninth Street from Olmo Street to Mesquite Street - \$183,553.75 (1)

#### Southeast:

1. **East Seventh Street from Arroyo Boulevard to Pita Street - \$76,976.25**
2. **East Sixth Street from Como Street to Ebano Street - \$84,414.25**

#### Overall:

1. **Site Prep, Traffic Control Plan, Storm Water Pollution Plan - \$80,000.00**

**Yellow designates proposed City Funded - \$698,108.63**

**Blue designates proposed CDC Funded - \$173,105.38**

Unfunded Street Repairs - \$578,275.00

## OTHER STREETS THAT NEED WORK WITH FUTURE FUNDING

### Northwest:

1. Canal Street from Arroyo Boulevard to Mesquite Street
2. Mesquite Street from Ocean Boulevard to Canal Street
3. West First Street from Nogal Street to the Culdesac
4. West Second Street from Arroyo Boulevard to Alamo Street

### Northeast:

1. Ebano Street from Ocean Boulevard to East Third Street

### Southwest:

1. West Seventh Street from Palma Street to Fresno Street
2. Nogal Street from West Tenth to the Shooting Range

### Southeast:

1. None