

City of Chula Vista

Pavement Management

© 2005 @City Inc

Infrastructure Deficiency Program

- Street Improvements: Curb, gutter & sidewalk, ped ramps, cross gutters
- Drainage deficiencies (including CMP)
- Pavement
- Utility undergrounding



General Information

- ▶ 1113 lane miles
- ▶ **\$ 659 million replacement value**

Functional Class	Total Miles	Lane Miles
Arterials	46.5	231.3
Collectors	74.4	208.5
Local/Alleys	320.0	673.9
Total	440.9	1113.7

Areas of Chula Vista

- Northwest: Original pre-WWII portion of City
- Southwest: Largely annexed from County in 1985
- East of I-805: Mostly constructed in 1980's and later

New Pavement Management System

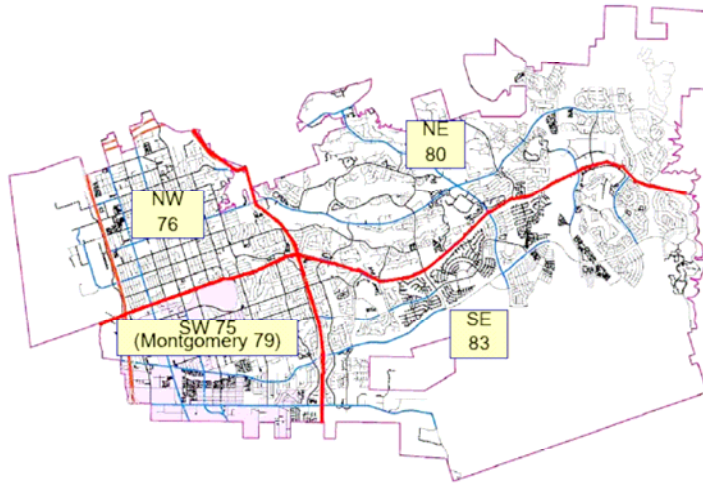
- Wanted non-proprietary software
- Interested in visual inspection rather than laser testing
- Wanted user friendly software with ability for staff to run reports and do interim inspection

Software Evaluated

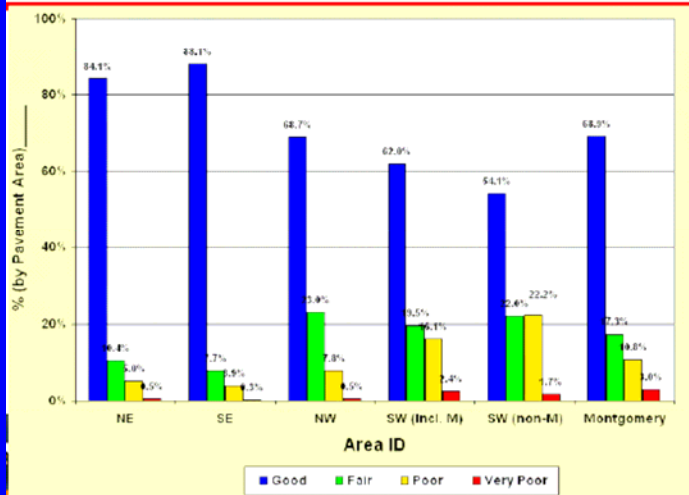
- Micropaver: Greater amount of strategies based on nationwide focus
- Streetsaver: Geared to California conditions, more ability to run custom reports and graphs



2006 Average PCI – by Area



Pavement Conditions by Areas



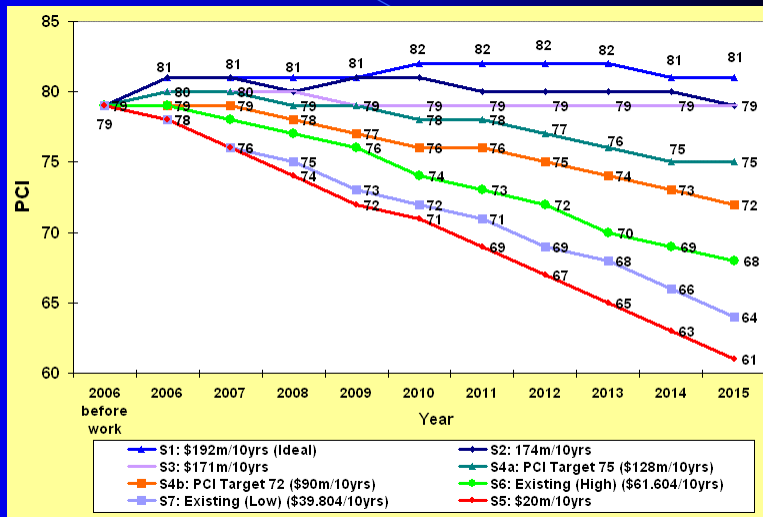
Program Issues

- Should a percentage be included for reconstruction?
- Should we give any priority to citizen requests?
- How should we prioritize work on major arterials/ collectors?

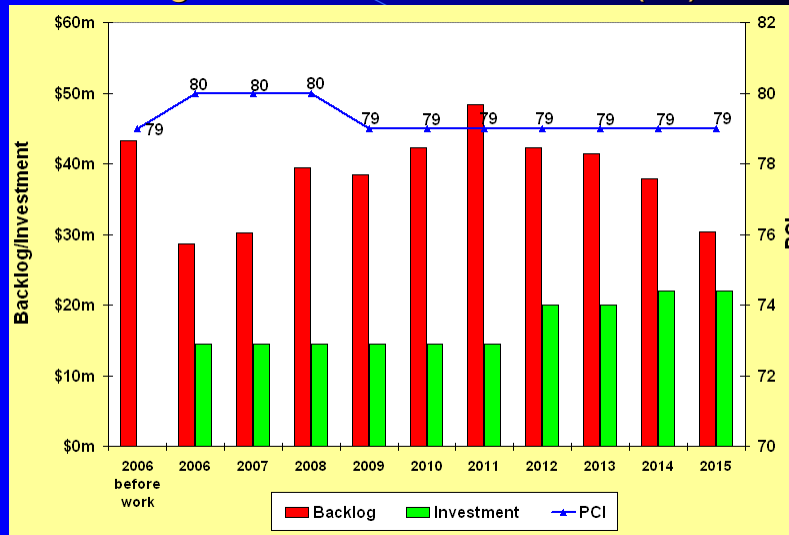
Scenarios

- Existing Funding Scenarios: \$4.0 million to \$6.1 million per year
- Ideal budget: \$19.2 million per year
- PCI targets at 80, 79 (current), 75 and 72
- Low scenario: \$2.0 million per year

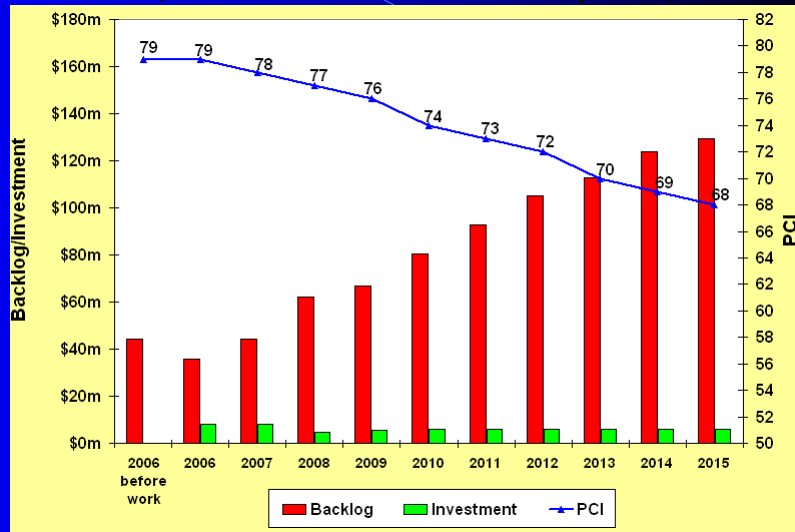
PCI Comparisons



Scenario 3: Budget to Maintain Current PCI (79)



Scenario 6: Existing Budget (High) (\$61.604m in the next 10 years)



Potential Funding

- Transnet: approx. \$5.5 M to \$6.0 M per year; starting in FY08/09, 70/30 split for overlays/reconstruction
- Gas Tax: \$4.5 M to \$5.0 M per year, used to fund maintenance
- Prop. 42: \$1.0 M to \$1.5 M per year
- Prop. 1B: \$7.1 M earmark
- General Fund: matching funds
- Sales tax increase for reconstruction