PROJECT STATUS REPORT FOR TARENTUM BOROUGH

August 2021

A. Current Projects:

1. Tarentum Consent Order and Agreement (Sanitary Sewers)

Borough Responsibilities

- A. RedZone Robotics mobilized in July 2021 to camera lines to locate buried manholes. Public Works Department is following behind and uncovering manholes.
- B. Manager will review budget/financing for the remaining jet cleaning/televising that is required by the consent order.
- C. Tarentum Borough received a \$100,000 grant through the Gaming Economic Development and Tourism Fund (GEDTF) for the 7th Avenue and Ormond Street storm sewer installation. The Borough has also requested funds for the project through the CDBG program as well. This project is required to be completed under the consent order and agreement and is estimated at \$555,000. CDBG grant awards were supposed to be announced the first week of April. Tarentum will be responsible for the design/permitting. UAJSA has agreed to bid/inspect the project.

2. Cost Reimbursement (PennDOT)

 Supplied PennDOT with additional documentation as requested, awaiting reimbursement from PennDOT.

3. <u>Received ARLE Grant for traffic signal replacement at the intersection of East 10th Avenue</u> <u>and Corbett Street.</u>

 Gibson-Thomas has completed final design and will be meeting with the Borough for review of final design.

4. CDBG Applications for year 47

- CDBG full applications for year 47 were submitted to the AVNCOG on November 13, 2020. The award is as follows:
 - (a) Spring Removal 7th Avenue and Ormond Street (LTCP Project) Awarded \$290,683 from AVNCOG. Waiting for permit from Norfolk Southern to install a stormwater pipe under the railroad.

5. 2021 Paving Project

• Executing contract documents.

6. Center Street Traffic Study

 Data collection is complete. Currently reviewing all data collected and possible recommended improvements. It is anticipated that the report summarizing the evaluations be completed in July.

Respectfully Submitted July 30, 2021

Daniel F Schmitt, P.E.