

CITY ENGINEER'S AGENDA
City of Mapleton Council Meeting
Tuesday, January 9, 2017 at 6:00 pm

- 1.0 Levee Recertification; Levee Improvement District No. 2012-1**
 - 1.1 Project Update
 - 1.1.1 Levee freeboard
 - 1.1.1.1 BNSF License Agreement Approved January 5, 2018
 - 1.1.2 Remaining Levee Raises
 - 1.1.2.1 Work to be completed this Spring
 - 1.2 Plan of Operations update meeting
 - 1.2.1 Determine attendees
 - 1.3 Funding
 - 1.3.1 Submit for additional Cass County Flood Sales Tax Grant Funds
 - 1.3.2 Submit for additional SWC Grant Funds

- 2.0 Meridian Grove 2nd Addition; Sewer, Water & Street Improvement District No. 2013-1 & Meridian Grove 1st Addition; Street Improvement District No. 2014-1**
 - 2.1 Correction Period
 - 2.1.1 Meeting with asphalt contractor next spring to discuss corrective work
 - 2.2 Back yard grade stakes survey fee

- 3.0 Ashmoor Glen 3rd Addition – Phase 2 (Pond, Lift Station, Streets) Dist. No. 2016-1**
 - 3.1 One-Year Correction Period Inspection – Approx June 4, 2018

- 4.0 First Street Reconstruction - Sewer, Water and Street Imp. Dist. No. 2016-4**
 - 4.1 Project Update
 - 4.1.1 Adjustments to ground around Bleachers – Look at in Spring
 - 4.1.2 Updated speed zones and radar sign location
 - 4.2 Special Assessments on Ashmoor Glen 2nd properties

- 5.0 Ashmoor Glen 1st Addition & Prairie View Estates - Street Imp. Dist. No. 2016-2 and 2016-3**
 - 5.1 1-Year Correction Period – NIC to grind ridge next Spring (contact in May)

- 6.0 Wastewater Treatment Expansion**
 - 6.1 Update on West Fargo Connection fee
 - 6.2 Current Study Engineering Fees – \$72,126

- 7.0 Water System Study**
 - 7.1 Meeting with Cass Rural Water on January 16 @ 2 p.m. to discuss updating Contract
 - 7.2 Final Water System Report submitted

- 8.0 Ground Storage Water Reservoir**
 - 8.1 Proposal – Facility Plan and Environmental Report for SRF Funding

- 9.0 Mapleton Park First Addition Plat**
 - 9.1 Final Plat Public Hearings – P&Z and City Council

- 10.0 Original Townsite – Sewer, Water and Streets**
 - 10.1 On Hold