

**RESOLUTION NO. 2024-XX**

**A RESOLUTION OF THE CITY COUNCIL OF THE CITY OF VISALIA ADOPTING A LIST OF PROJECTS FOR  
FISCAL YEAR 2024-25 FUNDED BY  
SB 1: THE ROAD REPAIR AND ACCOUNTABILITY ACT OF 2017**

**WHEREAS**, Senate Bill 1 (SB 1), the Road Repair and Accountability Act of 2017 (Chapter 5, Statutes of 2017) was passed by the Legislature and Signed into law by the Governor in April 2017 to address the significant multi-modal transportation funding shortfalls statewide; and

**WHEREAS**, SB 1 includes accountability and transparency provisions that will ensure the residents of our City are aware of the projects proposed for funding in our community and which projects have been completed each fiscal year; and

**WHEREAS**, the City must adopt by resolution a list of projects proposed to receive fiscal year funding from the Road Maintenance and Rehabilitation Account (RMRA), created by SB 1, which must include a description and the location of each proposed project, a proposed schedule for the project's completion, and the estimated useful life of the improvement; and

**WHEREAS**, the City, will receive an estimated \$3,700,000 in RMRA funding in Fiscal Year 2024-25 from SB 1; and

**WHEREAS**, this is the eighth year in which the City is receiving SB 1 funding and will enable the City to continue essential road maintenance and rehabilitation projects, safety improvements, repairing and replacing aging bridges, and increasing access and mobility options for the traveling public that would not have otherwise been possible without SB 1; and

**WHEREAS**, the City used a Pavement Management System to develop the SB 1 project list to ensure revenues are being used on the most high-priority and cost-effective projects that also meet the communities priorities for transportation investment; and

**WHEREAS**, the funding from SB 1 will help the City maintain and rehabilitate streets/roads, add active transportation infrastructure within the City this year and hundreds of similar projects into the future; and

**WHEREAS**, the 2023 California Statewide Local Streets and Roads Needs Assessment found that the City's streets and roads are in an at-risk condition and this revenue will help us increase the overall quality of our road system and over the next decade will bring our streets and roads into a good condition; and

**WHEREAS**, the SB 1 project list and overall investment in our local streets and roads infrastructure with a focus on basic maintenance and safety, investing in complete streets infrastructure, and using

cutting-edge technology, materials and practices, will reduce drive times and traffic congestion, which will lead to reduced vehicle emissions and increase responsiveness to the needs to the users of the road system.

**NOW, THEREFORE IT IS HEREBY RESOLVED, ORDERED AND FOUND** by the City Council of the City of Visalia, State of California, as follows:

1. The foregoing recitals are true and correct.
2. The following newly proposed project will be funded in-part or solely with Fiscal Year 2024-25 Road Maintenance and Rehabilitation Account revenues:

**Project Title:** Whitendale Ave. Road Rehabilitation from Mooney Blvd. to Court St. Project

**Project Description:** Rehabilitate the roadway on Whitendale Avenue from Mooney Boulevard to Court Street. The project will also include traffic signal modifications and the repair of miscellaneous damaged concrete structures such as curbs, gutter, drain inlets and pedestrian ramps. Impacted ramps will be upgraded to be ADA compliant and existing manholes and valve boxes will be adjusted to grade and/or replaced as necessary.

**Project Location:** Whitendale Ave. from Mooney Blvd. to Court St.

**Estimated Project Schedule:**

**Pre-Construction: Start August 2024 – Completion June 2025**

**Construction: Start August 2025 – Completion November 2025**

**Estimated Project Useful Life:** 15 to 20 Years

**PASSED AND ADOPTED** by the City Council of the City of Visalia State of California this \_\_\_\_\_ day of \_\_\_\_\_, 2024, by the following vote: