Jon Hutchings Director



James P. Karcher, P. E. County Engineer 322 N. Commercial Street, Ste 301 Bellingham, WA 98225-4042 Phone: (360) 778-6210 Fax: (360) 778-6211

MEMORANDUM

Subject:	2022 On-Call Support for the Whatcom County Bridge Program Local Agency Standard Consultant Agreement with Trantech Engineering, LLC
Date:	March 4, 2022
From:	James P. Karcher, P.E., County Engineer <i>Pk</i> James E. Lee, P.E., Engineering Manager
Through:	Jon Hutchings, Director
То:	The Honorable Satpal Singh Sidhu, Whatcom County Executive, and The Honorable Members of the Whatcom County Council

Enclosed for your review and DocuSign signature is the Local Agency Standard Consultant Agreement between Trantech Engineering, LLC and Whatcom County.

Requested Action

Public Works respectfully requests that the County Council authorize the County Executive to enter into a Local Agency A&E Professional Services Negotiated Hourly Rate Consultant Agreement with Trantech Engineering, LLC to provide on-call professional structural engineering support for the Whatcom County bridge program in 2022.

Background and Purpose

Public Works is responsible for inspection, maintenance and repair of approximately 164 County-owned bridges which includes the Lummi Island Ferry terminal structures. This contract will allow Public Works to utilize Trantech Engineering, LLC for specific tasks related to structural analysis and design for bridge and ferry issues that may arise throughout the year. Individual task orders will be issued for these specific tasks.

Four (4) engineering firms responded to Request for Qualifications No. 21-70. After review by the selection panel, Trantech Engineering, LLC was selected as one of the two most qualified firms for this work.

Funding Amount and Source

The not-to-exceed amount for this contract is \$40,000. Adequate budget authority exists for this expenditure within the road fund.

Please contact James Lee at extension 6264 if you have any questions or concerns regarding the terms of this agreement.