Major Capital Projects Thru 2023

Updated July 1, 2019

<u>PINEDALE ESTATES WATER:</u> With water mains now across Rt. 98 and updated costs secured from CAS, staff will be meeting with residents to discuss options and formulate a plan.

WATER PLANT #1: A Generator and electrical upgrade is needed

<u>WATER PLANT #2:</u> Staff is currently working on plans to rehabilitate and upgrade the facility and a scope of work will be developed by CAS during the FY '20 budget process

WATER LINE LOOPING: For the area south of Rt. 98

<u>WATER</u> & WASTEWATER INFRASTRUCTURE <u>EXPANSION</u>: Aside from the Rt. 98 Appropriation request, there is a need to expand east towards the Village X RV Park site

The above highlighted projects are part of the RFI for a \$4 million SRF loan

<u>CANAL RESTORATION:</u> One of the few remaining items originally part of the conceptual permit plan developed by CAS. Project would include new control structures at all inlets, and selected areas for expansion and de-silting.

<u>WATER INFRASTRUCTURE:</u> Staff continues to repair and replace old infrastructure when leaks occur, and it is a never-ending battle. We need to be more proactive in changing out some of the old infrastructure.

<u>PUMP STATION DIESEL MOTORS:</u> Based on a recent evaluation from Caterpillar and Tradewinds Equipment, these motors should be rebuilt. **COMPLETED**

<u>STREET LIGHTS:</u> A study needs to be conducted regarding installation of new lights; our current light design is outdated. Staff will work with Duke Energy and formulate policies for the future. Meeting was scheduled with Duke; never showed or called. Will try again.

ENTRANCES: Enhancing the appearance of all entrances has been discussed for years

<u>COMMUNITY CENTER:</u> Recent renovation should give us another few years usage

ECO PARK EXPANSION: There remains over 75 acres of land between the STA and Bark Park

EQUIPMENT: Staff will have an updated and detailed analysis for the FY '20 budget process

Board approved purchases at the June 19, 2019 meeting