

CITY OF RAPID CITY

Public Works Department Solid Waste Division

300 Sixth Street

Rapid City, SD 57701-2724

Telephone: (605) 355-3496 FAX: (605) 355-3092 Email: karl.merbach@rcgov.org

MEMORANDUM

TO: Robert Ellis

FROM: Karl Merbach

SUBJECT: Estimated Clean Up & Disposal Cost, Jill LaCroix, 6664 Green Oak Lane

DATE: June 16, 2010

As a follow up to the complanit filed Jill LaCroix at the Public Works Committee meeting on June, 15, 2010, I have estimated the cost of disposal and clean up of the material washed up on her property during high runoff into Rapid Creek. It should be noted that Mrs. LaCroix's home is not in the City limits, and any and all clean up work would have to performed on private property.

Estimated Disposal Volume and Cost (Hauled and Separated to Landfill):

Tires

Truck Tires
 Car Tires
 Truck Tires
 \$7.95 = \$79.50
 \$2.55 = \$25.50

Plastics (Recyclable, separate & clean) No Charge
Refrigerator (Freon Removal) \$50.00

• Garbage (Lumber & debris) 3 ton @ \$58.00 = \$174.00

Yard waste (Clean, no trash)
 Total Estimated landfill charges
 \$329.00

Clean up Cost- City Labor and Equipment:

• City Staff

Operator and Loader
 Operator/Laborer (2)
 Truck & Driver (2)
 Total Estimated City Labor & Equipment charges
 \$120/hr = \$720.00
 \$12 hours @ \$100/hr = \$1,200.00
 \$2,520.00

• City Staff & DOC Labor

(If allowable by DOC with work on private property)

Operator and Loader
 Operator/Transportation
 6 hours @ \$120/hr = \$720.00
 2 hours @ \$50/hr = \$100.00

Truck & Driver (2)
 DOC Laborer (4)
 Total Estimated City Labor & Equipment charges
 \$100/hr = \$1,200.00
 \$4.00/hr = \$96.00
 \$24 hours @ \$4.00/hr = \$96.00
 \$2,116.00

Recommendation:

Since this property is not in the City limits, there is no ROW or easement for acess to the creek other than through private property, and equipment and manpower is needed to maintain productivity in the Solid Waste Division, I do not recommend the City become involved in the clean up or discounting of debris hauled to the Rapid City Landfill.