

City of Broken Arrow

Request for Action

File #: 22-714, Version: 1

Broken Arrow City Council Meeting of: 06-06-2022

Title:

Approval of color scheme selection to be used for decorative pavers and colored concrete included in the West New Orleans Street and Elm Place Intersection and Streetscapes Improvements (ST1928) project

Background:

Engineering & Construction Department staff has worked with the design firm Kimley-Horn in the selection of two color scheme options for the decorative paver and concrete improvements included in the hardscaping of the New Orleans Street and Elm Place intersection project. The two proposed color scheme alternatives chosen are the warm tone concept, consisting of red and tan earth tones, and the cool tone concept, consisting of gray and blue. The color schemes were selected due to their reliability, availability and use in other similar projects.

Of the two color concept alternatives the design engineer recommends using the warm tone concept for several reasons. The first is the warm tone color scheme possesses a more vibrant color which tends to wear better over time. The cool tone color scheme, in the design engineer's experience, tends to blend in with the colors of plain concrete and asphalt which surrounds the decorative portions of the project. Secondly, the warm tone color scheme provides for a great contrast in colors from the cool tone concept which is beneficial not only for the aesthetics of the intersection but also for ADA requirements.

Staff concurs with the design engineer and recommends selecting the warm tone concept color scheme.

Cost: N/A

Funding Source: N/A

Requested By: Ethan J.L. Edwards, Director of Engineering & Construction

Approved By: City Manager's Office

Attachments: Color concept alternatives

Recommendation:

Approve selection of the warm tone concept color scheme for use in the decorative pavers and colored concrete included in the West New Orleans Street and Elm Place Intersection and Streetscapes Improvements (ST1928) project