

Mono County Department of Public Works



# Public Works' Responsibilities

- County Road System5 Districts, 684 Maintained Miles
- Solid Waste Program7 Transfer Stations, 6 Landfills
- County Buildings County Offices, 7 Community Centers, 3 Senior Centers, 2 Animal Shelters, Courthouse, 3 Sheriff Stations
- 8 Parks, 5 Ballfields, 1 Marina, 1 Campground, 3 Cemeteries

continued...

# Public Works' Responsibilities

- Land Development Tract Maps, Parcel Maps, Grading Permits, Records of Survey, Lot Line Adjustments
- > Capital Improvements
- > Airports (2)
- > Fleet Maintenance
- > Floodplain Administration

# Road Maintenance Responsibilities

#### In Mono County, there are:

- County-maintained roads
   5 Road Districts in County Road System, each consisting of a foreman and 3-man crew.
   Public Works Director is County's "Director of Transportation" (formerly "Road Commissioner")
- State-maintained highways
  Hwys 6, 89, 108, 120, 158, 167, 182, 203, 395
- USFS / BLM roads
- Private roads
  Offered for dedication on a tract map or parcel map, but not constructed to County standards and/or not accepted into County Road System.

# Road District Responsibilities

- > 5 Road Districts in County Road System, each consisting of a foreman & 3-man crew.
- ▶ 684 County-maintained miles, consisting of 181 paved miles, 9 surface-treated miles, and 494 gravel miles.
- Road District 3 (Lee Vining) is responsible for maintenance of County roads in June Lake, Lee Vining, Mono City, and surrounding areas.
- Road District 3 has 171.46 maintained miles, consisting of 28.79 paved miles and 142.67 gravel miles.

# Road Design - Fire-Safe Regs

### County Fire-Safe Regulations require:

- > Two-way roads min. two 9 ft.-wide lanes;
- > One-way roads min. 10 ft. wide lane;
- > Restrictions on length of one-way roads;
- Road surface capable of supporting a 40,000-pound load;
- > Turnarounds on dead-end roads; and,
- > Road grade not to exceed 16 percent.

# Road Design - County Road Stds

### County Road Standards require:

- Road grade < 7% surface may be 4" AB;</p>
- Road grade > 7% surface must be paved;
- Rural subdivision road standard for roads serving any no. of lots is paved surface;
- Road surfacing standards apply to new roads - Public Works does not apply stds retroactively to pre-existing roads;
- Minimum right-of-way width is 40 ft.
- Most original June Lake tract offers of dedication were for 25-foot r/w width.

# June Lake Traffic Analysis

- Traffic Level of Service (LOS) Standards: LOS "A" = up to 2,100 vpd (free flowing); LOS "B" = up to 4,200 vpd... LOS "E" = up to 17,300 vpd (gridlock).
- June Lake Road Functional Classifications: Major collector - North Shore Drive; Minor collectors - Bruce, Gull Lake, Highlands Ave., Knoll Ave., Leonard Ave., Pine Cliff Rd.
- Avg. Daily Traffic Volumes: Hwy 158 = 1,710 vpd (peak = 4,000 vpd); Knoll Ave. = 3,500 vpd (estimate); Gull Lake Rd. = 600 vpd.

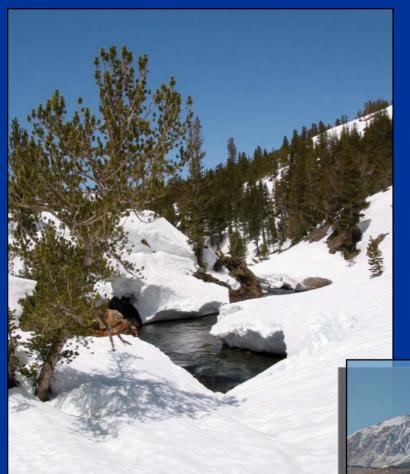
# Development Process

- Initial stage (tentative map) is administered by Community Development Department, with input from Public Works and Environmental Health;
- When developing map conditions, Public Works primarily focuses on subdivision improvements, road design & rights-of-way, drainage facilities & easements, floodplain requirements, snow storage easements, and recreation impacts.
- Once a tentative map is approved, developer works with Public Works on final map stage;
- Public Works ensures that all final map conditions are satisfied by developer, including construction of all subdivision improvements.

### Development Process

#### Grading Permits are required for:

- Land clearing / surface disturbance > 10,000 sf;
- Excavations > 4 ft. in depth;
- Fills > 3 ft. in depth;
- Cuts and/or fills > 200 cubic yards;
- Alteration of natural or man-made drainages;
- Grading within reason of a building footprint being conducted via bldg. permit is exempt;
- Trenches (e.g., utilities) brought back up to original grade are exempt.
- Other permits may be required from Bldg Dept., Lahontan RWQCB, USACE, Fish & Game.





# THE END!