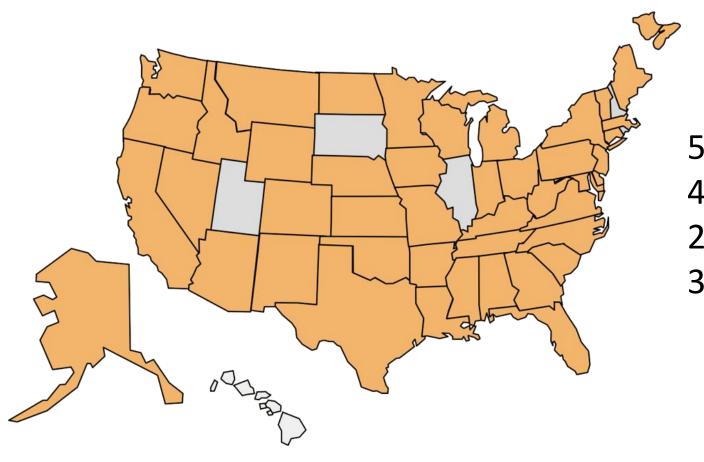
# PUG Vice Chair Report

March 5, 2020



#### **AASHTOWare Project Licensees**



50 Agencies

45 State DOTs (includes DC)

2 Canadian Provinces

3 Authorities (Toll/Port)



#### Implementation In Other Agencies

- Minnesota in production with Construction
  - No materials functionality to date but are working on it
- Montana/Missouri in production with Construction and Materials
  - MT: Do not use materials like Michigan does
  - MO: Similarly use materials like Michigan does
- Several other agencies currently in the implementation process
  - Alaska, Arkansas, Connecticut, Florida, Indiana, Iowa, Kansas, Kentucky, Maine, Mississippi, Nebraska, Nevada, New Jersey, Ohio, South Carolina, Virginia, West Virginia, Wisconsin



#### Insufficient Materials Summit

- Held on the week of December 2<sup>nd</sup>, 2019
  - Joe Bruewer and Dan Burns attended from Michigan
- Discussed ways to improve how insufficient materials are calculated in AASHTOWare Project
- 13 agencies were in attendance
  - Alaska, Iowa, Kentucky, Michigan, Minnesota, Mississippi, Missouri, Montana, Nebraska, Nevada, New Jersey, New York, Ohio



### Alternative Contracting Product Improvement Summit

- Held on the week of January 13<sup>th</sup>, 2020
  - Mark Dubay and Dan Burns will attend from Michigan
- Discussed ways to improve how AASHTOWare Project can handle design build contracts and alternative contracting approaches
- 15 agencies were in attendance
  - Alaska, Florida, Kansas, Michigan, Minnesota, Mississippi,
    Montana, Nebraska, Nevada, Ohio, Oregon, South Carolina, Texas,
    West Virginia



# Michigan AASHTOWare Status update

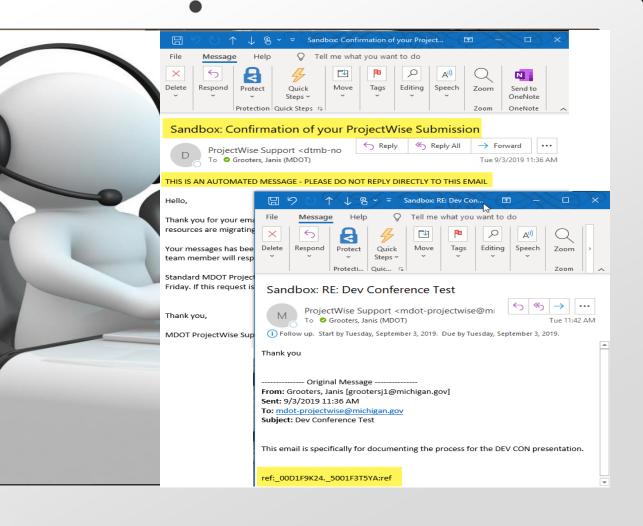
March 5, 2020



#### Timeline

- **2**018/2019 5 pilot contracts
  - Crack Seal (consultant)
  - Guardrail
  - Bridge Superstructure repair
  - Carpool lot with ITS
  - Aero pavement markings
- Early 2019 Pause on new pilots to fix material issue
- ■2020 Completing material fix, start pilots again







#### Phone & Email Support:

- 1. 1-844-4MI-MDOT
- 2. MI Login Community
- 3. Existing email addresses



## Questions?

