

Traffic Services Division

Material Submittal Memorandum

November 19, 2014

TO: Brian Shields, City Traffic Engineer
April Wire, Civil Engineer II
Guy Alon, Civil Engineer, Sr.
Victor Godinez, Sr. Traffic Engineering Technician
Trevor Leikam, Sr. Traffic Engineering Technician
Greg Scharff, Public Works Superintendent
Buck Taylor, Traffic Signal Specialist
Justin Tate, Traffic Signal Specialist
Thuan Tran, Traffic Signal Specialist
John Hightower, Traffic Signal Specialist
Tony Brenton, Street Lighting Technician
Terry Cockrell, Street Lighting Technician
Carey Seaborn, Maintenance Crew Leader
Dennis Torrence, Traffic Control Technician
Rob Allen, Street Lighting Technician
Ed Reyes, Engineering Technician, Sr
Jason Stumph, Maintenance Worker

Shawn Gottfredson, Supervisory Civil Engineer
Andrew Morrow, Civil Engineer II
Larry Killer, Sr. Traffic Engineering Technician
David Miller, Supervisory Civil Engineer
Ron Hyland, Transportation Project Inspector, Sr
Mark Zarda, Construction Inspector I
Israel Barradas, Transportation Project Inspector I
Marvin Furgison, Inventory Control Clerk
Sean Ruis, PW Maintenance Supervisor
Rich Profaizer, Mgr. Maintenance Operations
Tim Morgan, Street Lighting Technician
Jeffrey Ruport, Maintenance Worker
Brandon Melius, Construction Inspector II
Jerry Rogers, Sr. Traffic Control Technician
Robert White, Traffic Control Technician
Jim Cannon, Construction Inspector, Sr
Dan White, Construction Inspector, Sr

Please forward this information on to other interested parties that are not listed above.

FROM: Bruce Wacker, Assistant City Traffic Engineer

RE: Cooper Navion LED Cobrahead Luminaire

REMARKS:

The Cooper Navion LED Cobrahead Luminaire has been approved for use on City of Overland Park projects.

The part numbers are as follows:

Class A: NVN-AE-06-D-U-T2R-10K-700-K-AP
Class B: NVN-AE-04-D-U-T2R-10K-700-K-AP
Class C: NVN-AE-03-D-U-T2R-10K-700-K-AP
Class D: NVN-AE-02-D-U-T2R-10K-700-K-AP

See catalog cut sheet for above nomenclature. The last two letters specify the color as follows:

AP = Grey (standard)
BZ = Bronze
BK = Black