

Traffic Services Division

Material Submittal Memorandum

April 3, 2018

TO: Brian Shields, City Traffic Engineer
Brian Geiger, Civil Engineer, Sr.
Guy Alon, Civil Engineer, Sr.
Victor Godinez, Traffic Engineering Tech, Sr.
Vacant, Transportation Project Inspector
Dennis Torrence, Transportation Project Inspector I
Greg Scharff, Public Works Superintendent
Tony Linz, Maintenance Crew Leader
Thuan Tran, Traffic Signal Specialist
John Hightower, Traffic Signal Specialist
Seth Walker, Street Lighting Technician
Rob Allen, Street Lighting Technician
Nik Soto, Traffic Control Technician
Vacant, Supervisory Civil Engineer
Vacant, Planning Construction Inspector
Vacant, Planning Construction Inspector

Shawn Gottfredson, Supervisory Civil Engineer
Andrew Morrow, Civil Engineer, Sr.
Larry Killer, Traffic Engineering Tech, Sr.
Janet Luessenheide, Traffic Engineering Tech, Sr.
Israel Barradas, Transportation Project Inspector II
Rich Profaizer, Mgr. Maintenance Operations
Sean Ruis, PW Maintenance Supervisor
Jeffrey Rupert, Traffic Signal Specialist
Justin Tate, Traffic Signal Specialist
Tony Cook, Street Lighting Technician
Tony Brenton, Street Lighting Technician
Jared Sakuvich, Traffic Control Technician
Robert White, Traffic Control Technician
Brandon Melius, Construction Inspector, Sr.
Mark Zarda, Construction Inspector II
Marvin Furgison, Inventory Control Clerk

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

FROM: Bruce Wacker, Assistant City Traffic Engineer

RE: Leotek LED's for Traffic Signals

REMARKS:

Leotek Signal LED's have been approved for use on City of Overland Park traffic signal projects. The catalog numbers are as follows:

12" Red Ball Tinted:	TSL-12R-LX-IL6-A1-P3
12" Yellow Ball Tinted:	TSL-12Y-LX-IL6-A1-P3
12" Green Ball Tinted:	TSL-12G-LX-IL6-A1-P3
12" Red Arrow Tinted:	TSL-12RA-IL6-A1-P3
12" Yellow Arrow Tinted:	TSL-12YA-IL6-A1-P3
12" Green Arrow Tinted:	TSL-12GA-IL6-A1-P3
12" Bi-Modal Arrow:	TSL-12BM-LD-A1
16" Ped Countdown:	TSL-PED-16-SPC-V1