

Traffic Services Division

Material Submittal Memorandum

November 4, 2021

TO:

Brian Shields	City Traffic Engineer	Josh Welge	Mgr. Maintenance Operations
Bruce Wacker	Supervisory Civil Engineer	Greg Scharff	Public Works Superintendent
Shawn Gotfredson	Supervisory Civil Engineer	Sean Ruis	PW Maintenance Supervisor
Andrew Morrow	Civil Engineer, Sr.	Tony Brenton	Maintenance Crew Leader
Guy Alon	Civil Engineer, Sr.	John Hightower	Traffic Signal Specialist
Brian Geiger	Civil Engineer, Sr.	Tony Cook	Traffic Signal Specialist
Larry Killer	Traffic Engineering Tech, Sr.	Justin Tate	Traffic Signal Specialist
Victor Godinez	Traffic Engineering Tech, Sr.	Jeffrey Ruport	Traffic Signal Specialist
Janet Luessenheide	Traffic Engineering Tech, Sr.	Cassandra Wasser	Traffic Signal Technician
Israel Barradas	Transportation Project Inspector, Sr	Rob Allen	Street Lighting Technician
Dennis Torrence	Transportation Project Inspector, Sr	Dylan Weber	Street Lighting Technician
Michael Petty	Transportation Project Inspector II	Garrett Rosenbaum	Street Lighting Technician
Tony Meyers	Manager of Engineering Services	Robert White	Street Lighting Technician
Brandon Melius	Construction Inspector, Sr.	Ronnie Stauch	Traffic Control Technician
Mark Zarda	Construction Inspector, Sr.	Deepak Thakur	Traffic Control Technician
Matthew Hunt	Construction Inspector I	Wayne Honn	Traffic Control Technician
Jesse Rhyneron	Construction Inspector I	Jeff Smiley	Inventory Control Clerk
Pam Fortun	Supervisory Civil Engineer	Paul West	Construction Inspector I
Megan Viviano	Civil Engineer II		
Anne Hays	Civil Engineer II		
Open	Civil Engineer I		

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

FROM: Bruce L. Wacker, Supervisory Civil Engineer

RE: Q-Free Traffic Signal Controller

REMARKS:

The Q-Free Traffic Signal Controller has been approved for use on City of Overland Par traffic signal projects.

The par numbers are as follows:

Controller: 2070LX
 FIO Module: 2070-2E+
 1C CPU Module: 2070-1C
 Software: MAXTIME 1C