



Maintenance and Repair of Haul Roads State Let Local Program Projects

What is a haul road?

A haul road is a public road or street utilized for hauling materials incidental to the construction of the project. Roads and streets that are part of the State Trunk Highway System are not considered haul roads.

The bid item 618.0100 Maintenance and Repair of Haul Roads (project) is ineligible for federal funding on local program projects as per the State/Municipal Agreement (SMA). The repair of damages (as a result of hauling materials for the project) is the responsibility of the project Sponsor as specified in the SMA Terms and Conditions under “Municipal Responsibilities and Requirements”.

This is further reinforced in WisDOT’s Construction & Materials Manual (CMM) under 6-35.4 Non-STH System Projects: *If a contractor performing work on a local road uses another local road as a haul road, and the hauling damages the haul road, WisDOT as the project administrator has no responsibility to seek correction or restitution from the contractor on behalf of the local authority whose road has been damaged.*

The Sponsor is responsible for any damage caused by legally hauled loads, including permitted OSOW loads. The contractor is responsible for any damage caused to haul roads if they do not obey size and weight laws, use properly equipped and maintained vehicles, and do not prevent spilling of materials onto the haul road (SS 618.1, 108.7, 107.8). The local maintaining authority can impose special or seasonal weight limitations (State Statute 349.16) but this should not be used for the sole purpose of preventing hauling on the road.

The following points should be taken into consideration when establishing contract language in the bid documents and administering the contract. This is not a one size fits all policy; each project needs to be evaluated on its own merits. But, it is the intent of this policy that the majority of LP projects will include item 618.0100 Maintenance and Repair of Haul Roads as a non-participating item.