

Route 65 Construction

New Lincoln Bypass

DESILVA GATES / FLATIRON – A JOINT VENTURE



LOCATION

Route 65 from Twelve Bridges to
Bear River Crossing
Lincoln, CA

OWNER

Caltrans

OWNER REFERENCE

Carl Berexa
Caltrans Resident Engineer
Telephone # (916) 654-4490

ARCHITECT/CONSTRUCTION MANAGER

[Caltrans/Caltrans](#)

CONTRACT VALUE

\$153,258,854

START DATE

September 2008

COMPLETION DATE

July 2013

PROJECT DESCRIPTION

The Highway 65, Lincoln Bypass Project provides a significant improvement in mobility for the traveling public through the City of Lincoln, Placer County. The Lincoln Bypass improves safety and traffic mobility to address current and future travel demands; improves interregional freight traffic flow and reduces congestion related economic losses; and improves regional connections between residential areas, employment centers and major commercial centers.

The 12-mile long Lincoln Bypass Project was constructed by a joint venture of DeSilva Gates Construction and Flatiron Constructors, where DeSilva Gates Construction was the lead managing partner. This project included construction of approximately twelve miles of new highway through largely undeveloped land. The major scopes of work on the project included excavation of 2.5 million cubic yards of dirt onsite; 1.1 million cubic yards of imported borrow; 1 million tons of aggregate base; 250,000 tons of asphalt concrete; 23,000 cubic yards of concrete to construct 18 bridges; and associated drainage, electrical, and safety improvements.

The size and scope of the project presented many unique challenges during construction including environmental compliance, design sequencing, and multiple Stakeholder concerns. The contractor worked closely with Caltrans at the beginning of the project to develop project goals and commitments. By working as partners through the course of the project, the team was able to maintain these goals and commitments which resulted in the successful completion of the project ahead of schedule and under budget.