

CIPP 2026 – Water Main Rehabilitation.

General Information

MUNIS No: 16257
Contract No.: 9788
Project Engineer: Nathan Mendez
Project Alder: Alder Sean O'Brien (AD 16)
Project Limits: Acewood Blvd area (Ferris Ave/Woodvale Drive, Woodvale Circle, Meredith Ave/Timothy Ave, Marg Street, and Fleetwood Ave)

Utilities

This water pipeline rehabilitation project will use a lining technology known as structural cured-in-place pipe (CIPP), a process where a woven fabric tube is saturated with a liquid epoxy resin, pulled through the inside of the deteriorated pipe, and then inflated and cured with hot water or steam to form a new plastic pipe inside the old pipe. The rehabilitated pipes have full structural strength (more than simply a coating or lining inside the old pipe) and are expected to last at least 50 years before additional maintenance needs to be considered.

This will be Madison Water Utility's fourteenth year doing water main rehabilitation contracts in this manner. We have been working with the DNR through these years to develop, evaluate and refine successful specifications for this technology.

Water System Impacts

During construction the existing water main will be out of service, so affected properties will be served by a temporary above-ground water main system that is installed prior to the rehab work. Ramps will be used to protect this temporary system at vehicle and pedestrian crossings. As applicable, piping at high-traffic street crossings and bus routes will be buried flush with the roadways. The temporary water main and temporary service laterals will be required to be constructed from certified potable water products and will undergo the same disinfection and testing requirements of a standard water main prior to connection to any properties.

Costs:

Total Cost: \$ 1,079,000
Assessments: \$ 0
Water: \$ 1,079,000 (Includes road restore)
Engineering: \$ 0
City Cost: \$ 1,079,000

Schedule:

Advertise for Bids: April 2026
Construction Start: June 2026
Construction End: October 2026
