

City of Phoenix Design and Construction Management Materials Lab

2024 Approved Slurry Seal and Micro-Surfacing Contractors

The following contractors have been approved by the City of Phoenix Materials Lab for use on all City of Phoenix projects:

| Contractor Name | Contact Number | Material - | Approved Designs | | | |
|-----------------------------------|----------------|-----------------|------------------|---------|----------|--------------|
| | | | Type I | Type II | Type III | RAP(Type II) |
| Sunland Asphalt | 602-726-1367 | Slurry Seal | | Х | Х | |
| | | Micro-Surfacing | | Х | Х | |
| American Asphalt | 602-256-7376 | Slurry Seal | | Х | | |
| | | Micro-Surfacing | | | | |
| Southwest Slurry Seal, Inc. | 623-582-1919 | Slurry Seal | | Х | | |
| | | Micro-Surfacing | | Х | Х | |
| Swaine Asphalt Corperation | 602-371-3410 | Slurry Seal | | Х | | |
| | | Micro-Surfacing | | Х | Х | |
| Talis Construction Corperation | 480-557-6100 | Slurry Seal | | Х | Х | Х |
| | | Micro-Surfacing | | Х | Х | Х |
| ViaSun Corperation | 480-268-9669 | Slurry Seal | | Х | | Х |
| | | Micro-Surfacing | | Х | Х | Х |
| VSS International | 480-940-9690 | Slurry Seal | | Х | | |
| | | Micro-Surfacing | | Х | | |
| Cactus Asphalt | 623-907-2800 | Slurry Seal | | Х | | |
| | | Micro-Surfacing | | Х | Х | |
| ALK Asphalt | 602-218-4997 | Slurry Seal | | Х | Х | |
| | | Micro-Surfacing | | Х | Х | |

A Slurry Seal or Micro-Surfacing Job Mix Formula (JMF) is approved for one (1) calander year after the design date. All JMFs shall be reviewed by the City of Phoenix Materials Lab prior to placement. A copy of all current and approved JMFs is maintained by the City of Phoenix Materials Lab and available apon request.

The contractor shall have the following documentation available on the placement machine at all times:

- 1. Current Calibration Records (Maximum 1 year)
- 2. Emulsion Certificate of Compliance
- 3. Current Aggregate Ticket
- 4. Mineral Filler Certificate of Compliance
- 5. Additives Certificate of Compliance