



US Army Corps
of Engineers®

CONTRACT DREDGING REPORT, DETROIT DISTRICT, OPERATIONS OFFICE

As of: 19-Sep-2023

FY	START	COMPLETION	CUBIC YARDS	CONTRACT AMOUNT	CONTRACTOR CONTRACT NUMBER	DREDGE AREA	PLACEMENT AREA
Lexington Harbor							
2023	8/8/2023	8/24/2023	7,700	\$7,864	KING COMPANY, INC W911XL-21-D-0004	STA 0+00 to STA 04+50	Even distribution along shoreliness beginning 225 ft south of the south breakwater and extending 500ft along the shoreline.
2018	10/25/2018	6/29/2019	4,000	\$63,979	MCM MARINE, INC W911XK-18-F-0082	STA 00+00 to STA 09+50	Even distribution along shoreline beginning 500 ft south of centerline of Lester St extending 2,000 ft southerly.
2013	5/19/2014	6/17/2014	30,071	\$274,426	MCM MARINE, INC W911XK-12-D-0006 0007	STA 0+00 and STA 16+03	nearshore placement site beginning at a point 500 feet south of the centerline of Lester St. extended, then extending 2000 feet southerly
2010	6/7/2010	9/2/2010	28,606	\$207,065	GEORGE GRADEL CO. W911XK-09-D-0006	STA 0+00 and STA 16+03	nearshore placement site at 500 ft south of Centerline of Lester St extending 2,000 ft southerly
2008	8/8/2008	8/14/2008	14,000	\$153,720	MCM MARINE W911XK-08-C-0011	CRITICAL SHOALS in Project Limits	disposal of dredged material on Govt furnished disposal area
2005	8/15/2005	10/3/2005	7,565	\$90,437	BAYSHORE W911XK-05-C-0012	CRITICAL SHOALS	BEACH
2003	8/7/2003	8/11/2003	18,759	\$60,443	MCM MARINE DACW35-03-C-0010	CRITICAL SHOALS	BEACH 800'-4000'S OF S BREAKWATER
2000	5/22/2000	6/14/2000	26,334	\$165,472	MCM MARINE DACW35-00-C-0014	PROJECT LIMITS	BEACH (NEARSHORE) 1500'-3500'S OF S BREAKWATER BETWEEN 4'&8'CNTR
1996	6/4/1996	7/1/1996	22,910	\$119,105	MCM MARINE DACW35-96-C-0018	PROJECT LIMITS	BEACH 500'-2500'S OF LESTER STREET BETWEEN 4' AND 8'CNTR
1991	7/26/1991	8/16/1991	20,350	\$93,113	MCM MARINE DACW35-91-C-0017	ENTIRE CHANNEL	BEACH 800'-3900' S OF S BREAKWATER 4'CNTR-OHWM
1987	10/6/1987	11/2/1987	29,292	\$189,060	DUROCHER DACW35-87-C-0048	ENTIRE CHANNEL	OPEN WATER NW CORNER 2600X2600' 1.25 MI E 90 DEG FROM N BREAKWATER LIGHT