Department	Name	Stategic Objectives	2019/2020	2020/2021	2021/2022	MTREF Total
Roads and Stormwater	Upgrade Stormwater Water Conveyance System	Valley of Possibility	1,000,000	2,000,000	-	3,000,000
Roads and Stormwater	Lanquedoc Access road and Bridge	Valley of Possibility	2,000,000	-	-	2,000,000
Roads and Stormwater	Furniture, Tools and Equipment : Tr&Stw	Good Governance and Compliance	300,000	300,000	300,000	900,000
Roads and Stormwater	R44 Access Upgrades	Valley of Possibility	5,000,000	-	-	5,000,000
Roads and Stormwater	Adhoc Reconstruction Of Roads (WC024)	Valley of Possibility	4,000,000	6,000,000	6,000,000	16,000,000
Roads and Stormwater	Reseal Roads - Cloetesville	Valley of Possibility	1,000,000	-	3,000,000	4,000,000
Roads and Stormwater	Reseal Roads - Idasvalley	Valley of Possibility	1,000,000	-	2,750,000	3,750,000
Roads and Stormwater	Upgrade Gravel Roads - Devon Valley	Valley of Possibility	1,500,000	-	-	1,500,000
Roads and Stormwater	Technopark Access Road	Valley of Possibility	5,000,000	-	-	5,000,000
Roads and Stormwater	Reseal Roads Stellenbosch	Valley of Possibility	2,000,000	-	-	2,000,000
Roads and Stormwater	Schuilsplaat Road Link	Valley of Possibility	2,000,000	-	-	2,000,000
Roads and Stormwater	Specialized Vehicle	Good Governance and Compliance	3,000,000	-	-	3,000,000
Roads and Stormwater	Structural Rehabilitation - Bridges	Valley of Possibility	5,000,000	-	-	5,000,000
Roads and Stormwater	Reseal Roads Kylemore	Valley of Possibility	1,000,000	-	-	1,000,000
Roads and Stormwater	Reseal Roads Paradyskloof	Valley of Possibility	1,000,000	-	-	1,000,000
Traffic Engineering	Main Road Intersection Improvements: Franschhoek	Valley of Possibility	1,700,000	-	-	1,700,000
Traffic Engineering	Main Road Intersection Improvements:Pniel / Kylemore	Valley of Possibility	-	-	400,000	400,000
Traffic Engineering	Directional Information Signage	Valley of Possibility	200,000	200,000	-	400,000
Traffic Engineering	Furniture, Tools and Equipment : Traffic Engineering	Good Governance and Compliance	100,000	100,000	-	200,000