

## **ADDENDUM No. 2**

### **CONSTRUCTION MANAGEMENT PACKAGE: Bidding Requirements & General Conditions**

**BID PROPOSAL DEADLINE:** Wednesday, March 14, 2018 @ 2:00 P.M. (local time).

#### **A. Section 00100 - Instructions to Bidders**

1. This addendum is being issued in conjunction with Wakely Associates, Inc. Addendum No. 2, dated March 8, 2018.
2. The bids are due on Wednesday, March 14, 2018 @ 2:00 P.M. (local time).
3. Late bids will not be accepted.
4. Bidders shall sign and submit the Proposal Execution Form (Section 00400) as a part of their bid.
5. Apparent low, qualified bidders will be contacted for a post bid interview. All post bid interviews will take place at the office of Axiom Construction Services Group, LLC.

#### **B. Section 00300 – Bid Division Index & Descriptions**

1. **All Bid Division:**  
Under the **INCLUDED**  
section ADD:
  - Addendum No. 2
  - No Wage Requirements
2. **Bid Division 200: Earthwork/ Site Utilities**  
Under the **INCLUDED**  
section ADD:
  - Furnish & Install 6" PVC corrugated plastic underdrain (perforated), permeable Geotextile fabric & Double washed Stone at Bioretention areas.
3. **Bid Division 201: Asphalt / Site Concrete**  
Under the **INCLUDED**  
section ADD:
  - Furnish & Install wheel stop total of 12 as noted on Sheet C-1

Van Buren Township Downtown Development Authority  
2016 Place Making Project

4. **Bid Division 200: Landscaping**  
Under the **INCLUDED**  
section ADD:
  - Furnish & Install washed pea gravel, planting soil, plantings at Bioretention Areas
  - Furnish & Install edging at all planting perimeter of all planting beds as specified.
  - All lawn areas and restorations shall be Sod.
  - Mulch is to be 4" thick
  
5. **Bid Division 203: Fencing & Gates**  
Under the **INCLUDED**  
section ADD:
  - Refer to Item No. AS1
  
6. **Bid Division 400: Masonry**  
Under the **INCLUDED**  
section ADD:
  - Refer to Item No. AS2
  
7. **Bid Division 1005: Signage & Electronic Sign**  
Under the **INCLUDED**  
section ADD:
  - Refer to Item No. AS3