



BARROW COUNTY

Georgia

MEMORANDUM – ADDENDUM # 1

To: Interested Vendors

From: Cindy Clack & Misty Landers

Date: 6/24/2016

Re: RFB2016-16 2016 L.M.I.G. Roadway Patching & Resurfacing -- Addendum #1

The following questions have been submitted for RFB2016-16:

Questions:

1. Is the contractor responsible for testing of FDR?

Response:

No

2. Will the county consider wet curing in lieu of priming and sanding?

Response:

Yes, on Beaver Dam Road only.

3. Were FDR mix designs performed on the two roads and can the county provide a copy of the mix designs?

Response:

No

4. In the proposal Specifications, Page 1, Paragraph 4, tells us "The contractor shall mill at the edge of existing pavement at intersections and project limits so that new resurfacing will tie in flush at an adequate depth without feathering". However, there is not a line item for milling in the Bid Form. The Typical Sections state "The width of paving of turnouts for side roads and drives shall be as required to provide a smooth and well drained transition to and from public roads and driveways, as approved by the county". Can the county clarify if the contractor is to run out the gate at side roads and driveways, or if milling will be required?

Response:

Milling is only required at the project limits and side roads and can be built into the asphalt cost and/or patching cost. The Contractor can run out the gate at driveways without milling.

5. There are no widths shown in the typical sections for shoulder re-construction, can the county clarify how wide the contractors are to grade the shoulders? There are also a few locations where there currently is not any shoulder. Adding material to construct a shoulder will require partially filling in a ditch line. Can the county tell us how they would like to handle these areas?

Response:

The width of the earth shoulder filling to be 3' feet or distance to shoulder point, whichever is the lesser with a minimum of 1' required at all locations. At this time, the County will address any areas that currently have no shoulder