## SECTION 00130 (ADDENDUM NO. 2) PRICING SHEET / BID SCHEDULE POUDRE PONDS - POND B SEEDING PROJECT

BASE BID						
		Estimated			Unit Price	Total Price
Item #	Description	Quantity	Unit	Unit Price (Written)	(Numbers)	(Numbers)
01	Mobilization	1	LS			
02	Site Preparation	350,000	SF			
03	Low-Grow native seed mix PLS	30	LBS			
04	Upland seed mix PLS	200	LBS			
05	Drill seed both Low-Grow and Native Upland seed mix	350,000	SF			
06	Hydromulch seeded areas	350,000	SF			
Summary Total BASE BID (Numbers)						
Summary Total BASE BID (Written)						
ALTERNATIVE BID						
		Estimated			Unit Price	Total Price
Item #	Description	Quantity	Unit	Unit Price (Written)	(Numbers)	(Numbers)
A1	Water Seeded Area	22	FA			

All of the above items should be listed as bid items complete as lump sum or unit price bids. These shall be used by the Contractor for project billing according to progress. The Project Manager will approve all Contractor-installed unit quantities prior to submittal of his application for payment.

1. Bids shall be furnished for all bid items including bid items within Bid Alternate schedule. If a bid is furnished for less than all items listed, that bid will be rejected as nonresponsive.

2. The apparent low bid will be determined based on the sum of the Base Bid.

3. Any and all bid items may be awarded as part of the Contract Award. The City may select the Base Bid and Alternate Bid as appropriate.

4. Work not specifically listed on this Bid Document but included on the Figures or Specifications shall be considered incidental to the total Project.

5. Measurement and units: L.S. = Lump Sum; L.F. = Linear Foot; Hr. = Hour; EA = Each, SF = Square Foot, LBS = Pounds. Description: See Section 01200.

6. Refer to Section 01200 Measurement and Payment for explanation of each Bid Item.

7. Respond to Question 1.

Question 1: Regarding Item # 02, enter the Soil Amendment manufacturer and product name here (\_\_\_\_\_) and your proposed application rate here (\_\_\_\_\_lbs/acre).

Name of Company \_\_\_\_\_

Signature