ADDENDUM NO. 1

DATE: May 19, 2022

TO: All Bidders

FROM: Penny Owens, Purchasing Agent

SUBJECT: Addendum No. 1 – Gay Street Signal Pole Replacement

BIDS TO BE OPENED: May 27, 2022, at 11:00 a.m. (Eastern)

This addendum is being published to provide additional information for potential bidders in response to questions asked during the pre-bid meeting. This addendum becomes a part of the Contract Documents and modifies the original specifications as noted.

Question 1: What is the expectation for evaluating the existing signal pole foundations? Are existing/Asbuilt plans available?

Response: The City's intent is to evaluate if the existing signal pole foundations can still be used for signal pole replacements, or if new poles will need a separately designed and constructed foundation. Plans from the late 1980s are included with this addendum.

Question 2: What standards should be used for signal design?

Response:

Tennessee Department of Transportation (TDOT) standards should be used for signal design. Any applicable standards not available through TDOT should be vetted with City Engineering staff.

Question 3:

Is there a special software desired for signal timings/control design?

Response:

City Engineering uses Trafficware Synchro as their signal timing software. However, signal timing is currently not within the required scope of services.

Question 4:

Please clarify the required evaluation of the site feature "Basements"?

Response:

City Engineering's expectation would be that any proposed improvements during design will not interfere with any underground site features including utilities, basements beneath Gay Street, etc.

Response:
City Engineering will coordinate with other parties outside of the Design Review Board such as the Police Department, Fire Department, etc.
Plans from 1987 and 1989:
https://www.dropbox.com/sh/835h02gx0yv45f9/AAA7jFD7RkCBuZ3KtA-6MtLca?dl=0

Besides the Design Review Board, what other groups are required to be coordinated with?

Question 5:

END OF ADDENDUM NO. 1