

2024 STREET IMPROVEMENTS (CONTINUED)

"PRICE BID TO BE UNIT PRICE NOT LUMP SUM EXCEPT AS SHOWN"

Ref #	Item #	Description	Units	Quantity	Unit Prices in Figures			Total Extended Price
					Material	Labor	Total (Sum of Material & Labor)	
<b>CONTRACT B - BRICK PAVEMENT REPAIR CONTRACT</b>								
1	203	Removal and Replacement of Main Street Bricks on new asphalt bedding over existing concrete base, as directed	S.Y.	30	180.00	135.00	315.00	9,450.00
2	Spec.	Remove and Relay Brick Pavers on No. 9 Limestone/Cement Bedding, Spot Work as directed	S.Y.	600	6.50	86.65	93.15	55,890.00
3	Spec.	Furnish Replacement Bricks, Kiln Fired Clay, 4" x 8" x 3" thick, reclaimed to match existing	Ea.	2,000	3.00	.45	3.45	6,900.00
<b>Force Account Contingency</b>								
4	Spec.	Force Account	L.S.	1				\$5,000.00

See Supplemental Specifications for additional information on each item

BIDDER'S TOTAL CONTRACT B BID : \$ 77,240.00

2024 STREET IMPROVEMENTS BID SUMMARY

BIDDER'S TOTAL FOR CONTRACT A- BASE BID: \$ \_\_\_\_\_

BIDDER'S TOTAL CONTRACT A- ALTERNATE NO. 1 BID: \$ \_\_\_\_\_

BIDDER'S TOTAL CONTRACT A- ALTERNATE NO. 2 BID: \$ \_\_\_\_\_

BIDDER'S TOTAL CONTRACT A- ALTERNATE NO. 3 BID: \$ \_\_\_\_\_

BIDDER'S TOTAL FOR CONTRACT B BID: \$ 77,240.00

Note: Bidders can bid on either Contract A or Contract B or both A and B.

THE ESTIMATED QUANTITIES ARE APPROXIMATE BEING GIVEN ONLY AS A UNIFORM BASIS FOR THE COMPARISON OF BIDS, AND THE CITY RESERVES THE RIGHT TO INCREASE, DECREASE OR OMIT THE AMOUNT OF ANY CLASS OR PORTION OF THE WORK DURING THE PROGRESS OF CONSTRUCTION WITHOUT CHANGES TO THE UNIT PRICE BID.

NAME OF FIRM Mid-West Landscape DATE 2-29-24

SIGNED BY [Signature] TITLE President

PRINTED NAME Mike Willman

PHONE NO.: 614-235-4019

ADDENDUM (S) RECEIVED (SIGN WHEN APPLICABLE)

1) \_\_\_\_\_ 2) \_\_\_\_\_ 3) \_\_\_\_\_

To request the bid form as an electronic spreadsheet send email to: David Koch dbkoch@live.com

Note: Bidder is responsible for accuracy and verification of all spreadsheet calculations and numbers