

City of Norwich

Department of Finance – Purchasing Agent 100 Broadway, Room No. 105 Norwich, CT 06360

REQUEST FOR QUALIFICATIONS

RFQ No.: 20-02 Addendum No. 2

Date Issued: 08/21/2019

Opening Date and Time: August 27, 2019 at 2:00 P.M.

Title: Consulting Engineering Services for the Franklin Square Modern Roundabout Design

Bidders Note:

This addendum is issued to provide all bidders with responses to the Requests for Information.

The following information must appear in the lower left hand corner of the envelope:

Sealed Proposal No.:

Not to be opened until

Return Proposals to:

William R. Hathaway, Purchasing Agent City of Norwich 100 Broadway, Room 105 Norwich, CT 06360-4431



City of Norwich

Department of Finance – Purchasing Agent 100 Broadway, Room No. 105 Norwich, CT 06360

RFQ No.:20-02Project:Consulting Engineering Services for the Franklin Square Modern Roundabout Design

Requests for Information

- Question 1:
 Please advise if the City intends to seek additional funding to supplement the CCGP grant or if the City intends to fully fund the design fee and construction costs with this grant.

 Besponse 1:
 The City will be funding the design and supplementing the construction as needed.
- *Response 1:* The City will be funding the design and supplementing the construction as needed.
- Question 2: Please specify what the DBE/MBE//SBE and SBPPP participation goals are for this project.
- *Response 2:* The City will be funding the design and there aren't participation goals for the design.
- Question 3: Under "Proposal Instructions", the City asks for "Current Federal Form SF330", but then also requests information that is included in the SF330 (resumes, org chart, relevant projects, references, etc.). Does the City want a complete SF330 and separate responses to all other information requested in the subsequent numbers? Or is the SF330 a sufficient response if it provides the information requested in required information 6, 7, 9, and 10?
- Response 3: The SF330 is a sufficient response.