

Garrett County Government Department of Financial Services **Purchasing Division** 203 South Fourth Street, Room 206, Oakland, Maryland 21550

A D D E N D U M 2

- **DATE:** July 1, 2025
- TO: All Bidders
- FROM: Trevor Butler Purchasing Agent
- RE: Invitation to Bid #25-0715 Bridge G-73 Buffalo Run Pre-Stressed Slab Beam

garrettcountymd.gov/financial-services/purchasing

Please note the following clarification to Invitation to Bid #25-0715 resulting from a question received from an interested bidder:

1. On sheet 27 of 35 under "Qualifications" will this Steel Bridge Certification, Partnership or joint Venture be required since this is a Prestressed Concrete Bridge?

Answer: This statement does not apply.

2. How many days after receipt of invoice will the County have to pay Fabricator?

Answer: 30 days

3. Technical Design Calculations are typically provided by the Design Engineer. Please clarify what Technical Design Calculations you are requesting from the Fabricator.

Answer: There are no technical design calculations required by the fabricator.

4. Does the on-site technical assistance person have to be certified and what are the certification requirements. Bridge erection is typically handled by onsite contractor, erector and certified by and onsite Municipal or State Inspector, not the fabricator.

Answer: No on-site assistance is required.

5. Since the County is now handling the purchasing of the bearing pads, would they also like to handle the Post Tensioning hardware and technician? If they supply the post tensioning hardware, they could then have that company handling the post tensioning of the tie rods as well?

Answer: The County will contract a post-tensioning technician separately.

6. The documents state shop drawings are required within 15 days of award. Would the County please consider moving this requirement to 30 days.

Answer: We can revise to 30 days.

Please acknowledge receipt of Addendum 2 by initialing the appropriate section on the Signature to Bids Page of the bid package.