

ADDENDUM NO. 1

LEWIS STREET AND 2ND AVENUE PARKING LOT IMPROVEMENTS
CITY OF SHAKOPEE
STORM 24-001, PA-24-03
PA-24-05

OWNER: City of Shakopee, Engineering Department
485 Gorman Street
Shakopee, MN 55379

ENGINEER: Kimley-Horn and Associates, Inc.
767 Eustis Street, Suite 100
St. Paul, MN 55114

BIDS OPENED AT: 10:00 AM CDT, Wednesday, April 17th, 2024

ISSUED: Monday, April 15, 2024

The additions, revisions, corrections, and clarifications herein shall be made to the Bidding Documents, Conditions of the Contract, Contract Drawings, and Technical Specifications for the project and shall be included in the Scope of Work and Schedule of Unit Prices to be submitted. References made herein to Specifications and Contract Drawings shall be used as a general guide only. Bidders shall determine, for themselves, the full scope of work affected by addendum items.

MODIFICATIONS TO DIVISION S:

The following modifications shall be made to the Division S Special Provisions to the MnDOT Standard Specifications:

(2506) MANHOLES AND CATCH BASINS

Remove sentence two of paragraph four of 2506.2.O and replace with:

The structural pretreatment device manufacturer shall also supply an operations and maintenance manual for the specific device supplied. The operations and maintenance manual shall include a checklist for required activities that can be used for documentation through the life of the specific device supplied.

Append the following paragraph between the first and second paragraph of 2506.2.Q:

Manhole baffle and skimmer may be substituted for an approved equal. Approved equal shall provide performance removal efficiency of 80% or greater based on MnDOT Sand Particle Size Distribution (PSD) based on SHSAM software. The approved equal shall provide removal of floatable debris and have a minimum sump depth of four feet.

Remove paragraph 5 and insert following sentence to 2506.2.Q:

The skimmer and baffle or approved equal shall be designed and constructed per manufacturer specifications.

END OF ADDENDUM NO. 1