

## NOTICE TO CONTRACTORS

Sealed proposals will be received at the Office of the City Clerk in the City Hall, City of Antioch, California, until 2:00 p.m. on December 8, 2020, and publicly opened and read at the parking lot directly south of Antioch City Hall located at 200 "H" Street Antioch, California 94509 at 2:00 p.m. on December 8, 2020.

### CITY HALL INTERIOR MODIFICATIONS P.W. 247-S

#### DESCRIPTION OF WORK

- A. Work to be Performed: The work shall generally consist of interior remodeling of existing office spaces on the first and third floor of Antioch City Hall. Additional work shall include, but not be limited to demolition and reconstruction of the first floor public restrooms; refinishing of the two stairwell towers, including new rubber treads, flooring, paint and light fixtures; update the entry hall with new wood ceiling, paint, flooring, and lighting; cosmetic and minor reconfiguration of office spaces requiring new glass walls and doors; minor demolition and building of partitions for new doors. The reconfigured office spaces will receive new suspended acoustical ceiling system and relocation of existing mechanical registers as necessary. All spaces will receive new flooring, rubber base, and require patching and painting of existing and new partitions.
- B. Location: Antioch City Hall located at 200 'H' Street in Antioch, California.

**There is no pre-bid meeting. The estimated cost of construction is \$1,000,000.**

Attention is directed to the Contract Documents for complete details and bid requirements. Copies of the Contract Documents may be obtained by logging on [www.blueprintexpress.com/antioch](http://www.blueprintexpress.com/antioch) or by calling BPXpress Reprographics at (707) 745-3593. These may be obtained at a set price of \$100.00, plus shipping and handling, and is non-refundable. All bidders must purchase a complete bid set from BPXpress Reprographics in order to be considered responsive and to receive addenda notifications.

All Contractors and subcontractors listed on the bid proposal must be registered with the Department of Industrial Relations. No contract will be awarded to a Contractor or subcontractor unless registered with Department of Industrial Relations.

Notice is hereby given that the City Council of the City of Antioch, California, has obtained the general prevailing rate of per diem wages to be paid to the various craftsmen and laborers required to construct said improvements, a copy of which may be viewed at [www.dir.ca.gov/DLSR/PWD](http://www.dir.ca.gov/DLSR/PWD).

Award of the contract, if it is to be awarded, will be to the lowest responsible bidder whose proposal complies with all the requirements described. Such award, if made, will be made at a meeting of the Antioch City Council within 90 days after the opening of the proposal.

No bidder may withdraw his bid after the time announcement for the opening, on or before the award and execution of the contract, unless the award is delayed for a period exceeding one hundred ten days.

No bid will be accepted from a contractor who has not been licensed in accordance with the provisions of Chapter 9, Division III of Business and Professions Code.

For any moneys earned by the contractor and withheld by the City of Antioch to ensure the performance of the contract, the Contractor may, at his request and expense, substitute securities equivalent to the amount withheld in the form and manner and subject to the conditions provided in Chapter 13 (commencing with Section 4590), Division 5, Title 1 of the Government Code of the State of California.

The special attention of prospective bidders is called to the "Proposal Requirements and Conditions" included in the General Provisions for full directions as to bidding, etc.

The City of Antioch reserves the right to reject any and all bids or portions thereof; to accept a bid or portion thereof; to postpone making the award for a reasonable length of time; or to waive irregularities not affecting substantial rights.

**CITY OF ANTIOCH, ARNE SIMONSEN, CITY CLERK**