



## / Opportunities

Aviation / Construction

### PCC Spall Repair Program

The Airfield Maintenance Department of the Facilities Division of CLT maintains hard surface areas of the airfield, tenant and CLT parking areas, and private roadways on CLT property. The intent of this solicitation is to select a company to provide repairs utilizing selected construction materials for specific projects at various locations on airport property on an as needed basis during the duration of the scheduled contract. The Scope of Services requires the contractor to furnish all supervision, labor, materials, machinery, tools, equipment, and services, and perform and complete all work in an efficient and workmanlike manner necessary to complete construction of the PCC Spall Repair Program

#### Details

Posting Number	2023-Q2(Apr-Jun)-AVI-11229
Anticipated Posting Date	2023-06-08
Commodity Code(s):	91008, 91051, 91371

#### Requirements

Last Updated: 06/14/23

##### Insurance Requirements

The City requires the awarded vendor(s) to obtain and maintain the following insurance coverage types:

- Constructions Bonds-For bidding, payment, completion of construction projects
- General Liability-For bodily injury or property damage, arising from products, premises, completed work, personal & advertising injury
- Workers Compensation-For lost wages and medical expenses of injured workers

## Bonding Requirements

The City plans to require the following bond(s) for this solicitation:

- Bid Bond-City required Bond to ensure that vendors do not retract bids from the time they submit a bid until the contract has been executed.
- Payment Bond-City required Bond to ensure that subcontractors and/or suppliers are paid for any work performed.
- Performance Bond-City required Bond to ensure satisfactory completion of a project by the vendor.

## Estimated Total Value

The total project value is anticipated to be:

- \$1,000,000 -4,999,999

## Contract Term

The term of the project is anticipated to be:

- Not to Exceed



Multi Year