Document 00910

ADDENDUM NO. 01

Date of Addendum: 12/23/21

PROJECT NAME:

West End Health Center Renovation

PROJECT NO.:

H-000094-0001-4

SUBMITTAL DATE:

March 4, 2021 (There is no change to the Submittal Date.)

FROM:

City of Houston, General Services Department

900 Bagby, 2nd Floor, City Hall Annex

Houston, Texas 77002

Attn: Greg Quintero, Senior Project Manager

TO:

Prospective Respondents

This Addendum forms a part of the Request for Qualifications (RFQ) and will be incorporated into the Contract, as applicable. Insofar as the original RFQ is inconsistent, this Addendum governs.

CLARIFICATIONS

1. Question: Swing space – GC is to provide "swing space' please clarify, is there space in the building that is not occupied or can be used as swing space/ If so, what is the approximate square footage?

Answer: The D-B team will work closely with CoH to determine phasing and to identify if swing space is available or if storage must be provided off site. This planning will commence after the contract is awarded.

2. Question: Does the City of Houston have Building Standards that we are to adhere to? Example: ceiling tiles, finishes, hardware, etc.

Answer: The Houston Health Department has preferred finish standards that will be shared after the contract is awarded.

3. Question: Does the City of Houston have Furniture Standards that we are to adhere to in the selected areas?

Answer: The Houston Health Department has preferred furniture standards and vendors that will be shared after the contract is awarded.

4. Question: Will the procurement of the new selected furnishings be bid or sole sourced through a previous contract?

Answer: The D-B Contractor will be expected to solicit bids from the preferred furniture vendors at the appropriate time.

5. Question: Please confirm the Occupancy Type is B.

Answer: The facility is primarily Occupancy Type B.

END OF ADDENDUM NO.01

DATED: 12.23.21

Richard Vella

Assistant Director

Real Estate, Design & Construction Division

General Services Department