

San Bernardino International Airport

294 S. Leland Norton Way
San Bernardino, CA 92408

Phone: (909) 382-4100/Fax: (909) 382-4106

MEMORANDUM

DATE: September 10, 2009

TO: Plan Holders and Mandatory Job Walkthrough Participants for Construction of the IRP Site 2, Landfill Parking Lot

FROM: Alex Estrada, Director of Redevelopment and Transportation

RE: **Rejection of all Bids Proposals Received on September 1, 2009, for the Construction of the IRP Site 2, Landfill Parking Lot**

This Memorandum is to notify those Plan Holders present for the Mandatory Job Walkthrough, held on August 18th, 2009, for the Construction of the IRP Site 2, Landfill Parking Lot, of the re-bidding of the Landfill Parking Lot and a change in the Bid Price from a Lump Sum Amount to a Bid Schedule.

The lowest bidder for the Landfill Parking Lot project, Cooley Construction, Inc., has rescinded their bid proposal as of 1:00pm, September 3, 2009. The San Bernardino International Airport Authority will formally reject all Bid Prices/Proposals as received on September 1, 2009. Further, San Bernardino International Airport Authority considers it to be in their best interests to re-bid the project with the proposed Bid Schedule and accept bids from interested Bidders under the Bid Schedule format.

At no cost to you, SBIAA is providing the following attachments via Certified Mail:

- 1.) Revised Instructions to Bidders, pages BD-1 through BD-35
- 2.) Revised Special Provisions, pages SP-1 through SP-32, Appendices 1, 2, and 3
- 3.) Revised Bid Schedule, BD-32
- 4.) Form of Project Contract, PC 1-14
- 5.) Full size set of Plans, Sheets C-1 through C-5, and E-1, E-2, and E-3
- 6.) Note: Addendum Nos. 1 and 2, Request for Information Nos. 1 through 4, remain as part of this revised bid package.

PLEASE NOTE: New bid submittal packages will be received until 10:00 a.m. on Tuesday, September 29, 2009, at SBIAA's office, attention Clerk of the Board, which is located at 294 S. Leland Norton Way, Suite 1, San Bernardino, CA 92408.

AE/cmcp