## **RUNDELL ERNSTBERGER ASSOCIATES**

# Addendum #3

Date: May 1, 2025

**Project Number:** 2024-1766

**Project Name:** Evansville Next Level Trails Phase Two

This addendum is being issued prior to the date for receiving bids.

The modifications, additional data and specifications included herein shall be incorporated into the Project Manual for the above-mentioned project. All other provisions of the Drawings and Specifications shall remain unchanged.

This addendum is issued in accordance with the provisions of Information for Bidders section of the Project Manual. All bids shall be based upon work as modified by this Addendum or Prior Addenda.

Acknowledge receipt of this Addendum on the Bid Form. Failure to do so may subject the bidder to disqualification. This addendum forms a part of the Contract Documents.



#### **QUESTIONS & ANSWERS**

Question #1:	Can you please verify that the entire trail is 4" Concrete. 4500 psi.
	Part of the trail is labeled A1 and Part is C1.
	Typical sections say all is concrete but there are details for Asphalt?
Answer #1:	The entire trail is to be 4" thick 4500 PSI concrete.
Question #2:	The Legend calls for Thermoplastic Paint for the ADA Parking striping and ADA Symbols.
	This is typically done with paint in parking lots. Only the crosswalks in the roadway are
	usually thermoplastic. Can you verify that this is what you want?
Answer #2:	Exterior paint complying with the following is acceptable in lieu of thermoplastic for all
	pavement markings.
	Pavement-Marking Paint: Latex, waterborne emulsion, lead and chromate free, ready
	mixed, complying with FS TT-P-1952, Type II, with drying time of less than 45 minutes.
	Color: White, Yellow, Blue, As indicated.

### **REVISIONS TO THE DRAWINGS**

Item #1:	LA312 - Plan and Profile
	Add the following MUTCD signage for trail users approaching Division Street:
	W3-2a (Yield Ahead 24") and W4-4P (Cross traffic does not stop 24"x12") mounted on a
	single post. To be field located. Two instances thus.

## **END OF ADDENDUM #3**