

EXPECTED IMPLEMENTATION JANUARY 2018

AWARD AND EXECUTION OF CONTRACT – AWARD OF CONTRACT (TIMEFRAME MODIFICATION).

(REV 3-2-17) (FA 4-27-17) (1-18)

ARTICLE 3-2 is expanded by the following:

It is anticipated that the Contract award will be made within [REDACTED] days after the Proposals are opened.

ARTICLE 3-6 is deleted and the following substituted:

Within [REDACTED] calendar days, excluding Saturdays, Sundays, and State holidays, after receipt of the Contract award, execute the necessary agreements to enter into a Contract with the Department and return the Contract along with a satisfactory Contract Bond and documentation evidencing all insurance required by 7-13 to the Department's Contracts Office that awarded the Contract. For each calendar day, excluding Saturdays, Sundays, and State holidays, the Contractor is late in delivering to the Department's Contracts Office all required documents in properly executed form, the Department will deduct one day from the Contract Time. The Department will not be bound by any Proposal until the Department executes the associated Contract.

The Department will execute the Contract within [REDACTED] calendar days, excluding Saturdays, Sundays, and State holidays, after receipt of the signed Contract, necessary agreements, Contract Bond, and all other required documents from the Contractor.

ARTICLE 3-7 is deleted and the following substituted:

As an exception to the provisions of this Article, for this Contract, in the event that the Contractor fails to execute the awarded Contract and to submit an acceptable Contract Bond, as prescribed in 3-5 and 3-6, within [REDACTED] calendar days, excluding Saturdays, Sundays, and State Holidays of receipt of the Contract award, the Department may annul the award, causing the Contractor to forfeit the Proposal Guaranty to the Department as liquidation of damages sustained. The Department may then award the Contract to the next lowest responsible Bidder, re-advertise, or accomplish the Work using alternate resources.