

# REQUEST FOR PROPOSALS DEMOLITION SERVICES

The City of White Cloud is seeking proposals from qualified contractor demolition companies to perform demolition services for (1) residential property. Interested companies should submit sealed proposals no later than Mon., January 31<sup>st</sup>, 2022 at 5:00pm.

Please mark your sealed package "<u>Demolition Services- 10 S. North St</u>". Proposals will be opened and read aloud on Tues., February 1<sup>st</sup>, 2022 at 3:00pm in the City Council Chambers at 12 N. Charles St. White Cloud, MI 49349.

# **DESCRIPTION OF PROJECT**

The City of White Cloud has purchased parcel #: 62-15-05-126-001 from tax sale. The property is located at 10 S. North St., White Cloud, MI 49349. The City of White Cloud desires to procure a demolition company to remove the existing home and accessory structures on the property within the area that was acquired by the City.

# Legal Description:

LOT 59 ALSO N 1/2 LOT 58 VILLAGE OF MORGAN

### **Demolition requirements:**

- 1. The project shall include the demolition and removal of all construction materials, roofing, siding, wood, bricks, concrete foundations, driveways, footings and basement floors.
- 2. The contractor shall start demolition within 60 days of the Notice to Proceed given by the City.
- The contractor is responsible for acquiring all demolition and waste disposal permits from Newaygo County and the City of White Cloud. Fees for the City of White Cloud demo permit will be waived.
- 4. Disconnecting and capping water lines
- 5. If it is determined that clean fill from is needed to infill any basement, crawl spaces, or footings encounter, the city requests that you include that in your bid proposal.
- 6. HVAC units, florescent light fixtures, and similar hazardous items must be removed and disposed in the appropriate manner.

- 7. The contractor shall erect temporary plastic safety fencing around the perimeter of the site, to ensure all debris/solid waste is captured and disposed in the appropriate manner.
- 8. There shall be no burning of debris onsite.
- 9. It will be the responsibility of the contractor to ensure equipment is properly maintained and in appropriate working order, to avoid oil and gas leakage.
- \*\*The City has sand for use for this project, but contractor would be responsible for loading and hauling it to the project site/it is located within 3 blocks of the project site\*\*

## **Invoicing/Payment**

Invoicing and Payments shall be made upon the completion of demolition of the structure and upon approval of the work by the City of White Cloud. The city will pay for only demolition work actually completed and will submit payment once an invoice is submitted.

## Interested Contractors should submit sealed bids to:

City of White Cloud Clerk: Kelli Arnold PO Box 607 12 N. Charles St. White Cloud, MI 49349

To be considered, proposals must be received by Mon., Jan. 31<sup>st</sup>, at 5:00pm. Bids will be opened on Tues., February 1<sup>st</sup>, at 3:00pm in the City Council Chambers at the City of White Cloud; 12 N. Charles St. White Cloud, MI 49349.

The City reserves the right to reject any and all proposals and waive any irregularities in the process or with regard to the proposals. The City of White Cloud is an equal opportunity employer.

Questions regarding this Request for Proposals shall be made to *Donald Barnhard, DPW Supervisor*, at 231-335-6574.

### **Selection Criteria**

The city intends to select the best overall proposal, taking into consideration the following criterion:

- 1. Ability to perform the work as described
- 2. Total cost
- 3. Proper licensing and/or certifications necessary to perform the requested services
- 4. Demonstrated experience in similar projects
- 5. Demonstrated experience in performing work for governmental entities
- 6. Opinions by references and previous entities for which the contractor performed work
- 7. Contractor's work history including quality of work, timeliness of work, and complications or issues raised with client

### 8. Responsiveness to this RFP.

The contractor shall furnish proof of insurance coverage in the following amounts upon execution of the contract and shall maintain such policies throughout the term of the agreement:

- a. General Liability
  - 1. General aggregate \$1,000,000.00
  - 2. Product, completed operations aggregate \$1,000,000.00
  - 3. Personal Injury \$1,000,000.00
  - 4. Each occurrence \$1,000,000.00
  - 5. Fire legal liability damage \$100,000.00
  - 6. Medical Expense \$10,000.00
- b. Excess liability:
  - 1. Each occurrence \$1,000,000.00
  - 2. Aggregate \$2,000,000.00
- c. Employer's liability:
  - 1. Each accident \$100,000.00

The Contractor shall indemnify and hold harmless the City and its elected and appointed officials and its agents and employees from and against all claims, damages, losses, and expenses, including attorneys' fees and litigation expenses, arising out of or relating to the performance of the Work, provided that any such claim, damage, loss or expense is:

- a). Attributable to bodily injury, sickness, disease, or death, or to injury to or destruction of tangible property, including the loss of use resulting therefrom, and
- b). Caused in whole or in part by any negligent act or omission, or by any breach of the provisions of the Contract Documents, of the Contractor, any subcontractor, anyone directly or indirectly employed by any of them or anyone for whose acts any of them may be liable, regardless of whether or not it is caused in part by a party indemnified under this indemnity provision.

In any and all claims against the City or any of its agents or employees by any employee of the Contractor, any subcontractor, anyone directly or indirectly employed by any of them or anyone for whose acts any of them may be liable, the indemnification obligation shall not be limited in any way by any limitation on the amount or type of damages, compensation or benefits payable by or for the Contractor or any subcontractor under worker's compensation acts, disability benefits acts or other employee benefit acts.