



CITY OF NEW BEDFORD

ADDENDUM #1

The City of New Bedford issues the following Addendum #1 for

IFB # 16450400 Leak Detection

March 11, 2016

This addendum is issued to provide prospective bidders with clarification as it relates to this project.

Q1 We are looking for more detail regarding the breakdown of the pipe type across the 286 miles. Approximately, how many miles of each type of pipe does the water system include?.

A1. : Attached is a breakdown of pipe sizes and types. The "Total Now In Use" column is in linear feet. They can use this column and convert it to miles.

The City of New Bedford is the Awarding Authority and reserves the right to waive any minor informality. The Awarding Authority also reserves the right to reject any or all proposals if deemed in the best interest of the City.

WATER REPORT

Main Pipe Summary

Type	In Use Prev. 2001-2002	Laid in 2002-2003	Total Laid	Total Removed	Total Now in Use	% of Total Length	Inch Miles	% of Inch Miles
48" Steel	42,388				42,388	2.80	335.28	9.88
48" Lock Joint	18,893				18,893	1.25	171.75	4.41
48" Cast Iron	30,635				30,635	2.02	278.50	7.15
48" Concrete	11,640				11,640	.78	165.82	2.71
42" Concrete	22,770				22,770	1.50	181.13	4.65
36" Cast Iron	68,375				68,375	4.51	466.19	11.96
30" Cast Iron	44,535				44,535	2.94	253.04	6.49
24" Cast Iron	8,624				8,624	.57	39.20	1.01
20" Cast iron	10,130				10,130	.67	38.37	.98
16" Cast iron	91,765				91,765	6.05	278.08	7.14
12" Cast Iron	110,869				110,869	7.31	251.97	6.47
10" Cast Iron	80,041				80,041	5.28	151.59	3.89
8" Cast Iron	431,450		178	3,068	428,560	28.27	649.33	16.67
6" Cast Iron	429,092				429,092	28.31	487.60	12.51
4" Cast Iron	4,783				4,783	.32	3.62	.09
10" Cem. Abs.	1,028				1,028	.07	1.95	.05
8" Cem. Abs.	70,739				70,739	4.66	107.18	2.75
6" Cem. Abs.	38,645				38,645	2.55	43.91	1.13
4" Cem. Abs.	2,339				2,339	0.15	1.77	.04

Total length laid in 178
 Total length removed in 3,068
 Total length of pipe in use 1,515,844 = 287.09 MI.
 Total length of Inch Miles
 Average pipe size - 21.33