WHATCOM COUNTY PUBLIC WORKS DEPARTMENT

Jon Hutchings Director



James P Karcher, P. E. County Engineer 322 N. Commercial Street, Ste 301 Bellingham, WA 98225-4042 Phone: (360) 778-6210 Fax: (360) 778-6211

Memorandum

То:	The Honorable Satpal Singh Sidhu, Whatcom County Executive and the Honorable Members of the Whatcom County Council
Through:	Jon Hutchings, Director
From:	James P Karcher, P.E., County Engineer James E. Lee, P.E., Engineering Manager
Date:	June 29, 2022
Re:	Hot Mix Asphalt Pre-Level at Various Locations, Work Order No. 21565 Approval for Award of Construction Contract, Bid No. 22-41

Attached for your review and signature is the standard construction contract award package for the above-referenced project. This package includes the approval for contract award, bid tabulation, and low bid proposal.

Requested Action

Public Works respectfully requests that the County Council authorize the County Executive to sign the Approval for Contract Award to Granite Construction Company for the Hot Mix Asphalt Pre-Level at Various Locations, Work Order No. 21565. Upon receipt of the signed Approval for Contract Award form, Public Works will submit the construction contract to the County Executive for contract execution.

Background and Purpose

Bid proposals for the project were opened at 2:30 p.m. on Tuesday, June 28, 2022. A total of two (2) responsive bids were received, with **Granite Construction Company** being the lowest responsible bidder in the amount of \$429,890.00. The bid tabulation is attached to this memorandum.

Funding Amount and Source

This project is being funded out of the Maintenance and Operations budget and there is sufficient budget authority for this expenditure. Please contact James Lee at extension 6264 if you have any questions or concerns regarding this contract.

In accordance with W.C.C. 3.08.030, I concur with this recommendation:

Sara Winger Coordinator, email=swinger(co.whatcom.wa.us, c=US Date: 2022.06.29 15:13:12-0700'

Sara Winger, Purchasing Coordinator

Date