ARTICLE XI - MOBILIZATION AND DEMOBILIZATION

11.1 GENERAL

This work shall include the furnishing of plant, equipment, labor, and materials to perform all work in conjunction with mobilization and demobilization for the job in accordance with this Article of the Specifications.

11.2 DESCRIPTION

- (A) Mobilization shall include the setting up and preparing for use, all plant, equipment and materials at the jobsite, for the project.
- (B) Demobilization shall include the removal of all Contractor's plant, equipment and surplus materials from the jobsite, for each phase of the project. The cleanup of the jobsite, satisfactory to the Director, shall also be included in this article.

11.3 EXECUTION

Delay in demobilizing completely from outside of the construction limits by the specified date will inconvenience harbor users' operations. The Contractor shall pay the amount shown in the Schedule of Liquidated Damages, as amended by the Special Provisions, for each calendar day delayed in demobilizing completely from outside of the construction limits by the specified date. The terms governing the assessment of liquidated damages, as specified in the General Provisions, and as amended by the Special Provisions, shall be applicable to the Contractors delay in demobilizing from the site by the specified date.

11.4 PAYMENT

(A) Maximum Bid Amount: The maximum bid amount allowed for Mobilization and Demobilization shall be limited to no more than six percent (6%) of the sum of all bid items, with the exception of and excluding any allowance items as well as force account items.

(B) Payment:

- 1. The State will pay up to Sixty percent (60%), of the Mobilization and Demobilization lump sum price in the Proposal, to the Contractor to complete its mobilization at the work site.
- 2. The remaining Forty percent (40%) of the Mobilization and Demobilization lump sum price in the Proposal shall be paid to the Contractor upon demobilization from the project site.

ITEM NO. PAY ITEM PAY UNIT

1. Mobilization and demobilization Lump Sum

END OF ARTICLE