

Amend **Section 699 Mobilization** to read as follows:

"SECTION 699 - MOBILIZATION

699.01 Description. Mobilization includes preparatory work and operations necessary for the :

- (1) movement of personnel, equipment, and supplies to the project site;
- (2) acquisition of falsework materials;
- (3) establishment of offices, buildings and other facilities excluding field office and project site laboratories, necessary for work on the project; and
- (4) costs incurred on operations that must be performed before starting work on the various items on the project site.

699.02 Material. None specified.

699.03 Applicability. The maximum bid allowed for this item is an amount not to exceed 10% of the sum of all items excluding the bid price of this item, field office and project site laboratories, and force account items.

The Engineer will reduce the indicated amount to the allowable maximum if the proposal shows an amount over the allowable maximum. The Engineer will adjust the "Sum Of Contract Items" to reflect such reduction. The Engineer will use the "Sum Of Contract Items" adjusted as if the bidder submitted its proposal in the amounts as reduced and adjusted.

699.04 Method of Measurement. The Engineer will not measure mobilization for payment.

699.05 Basis of Payment. The Engineer will pay for mobilization on a lump sum basis.

The Engineer will make payment under:

Pay Item	Pay Unit
Mobilization (Not to exceed 10% of the sum of all items excluding the bid price of this item, field office and project site laboratories, and force account items)	Lump Sum

The Engineer will make partial payments as follows:

- (1) Pay 10% of the amount bid for mobilization when earning 1% of the original contract amount.
- (2) Pay 50% of the amount bid for mobilization when earning 2.5% of the original contract amount.
- (3) Pay 75% of the amount bid for mobilization when earning 5% of the original contract amount.
- (4) Pay 100% of the amount bid for mobilization when earning 10% of the original contract amount."

END OF SECTION