



CARTER WATKINS
ASSOCIATES
ARCHITECTS, INC.

DATE: FEBRUARY 09, 2017

RE: DOUGLAS COUNTY ADMINISTRATION ANNEX (BLEAKLEY RENOVATION)

ADDENDUM #2

The following information provided in this Addendum shall supersede all information provided in the Construction Documents in regard to the affected items. This Addendum shall become part of the Construction Documents for the above project and shall be acknowledged by each bidder on the bid form.

- Item 1: Please be aware that this is the final addendum and that, per O.C.G.A., there can be no additional questions.
- Item 2: All interior partition walls to be full height to underside of deck with gypsum board on both sides. All interior partition walls to have full-height sound attenuation.
- Item 3: All interior wood trim is to be field finished (stained and Poly).
- Item 4: All bathrooms to have full-height ceramic tile on all walls per interior elevations. All grout joints on floors to be 'toothpick' width while all others can be standard tile joint width.
- Item 5: All permitting and inspections will be conducted by Douglas County – not the City of Douglasville. There will be no permit fees and no tap fees.
- Item 6: Interior windows are to be stain grade, single, fixed sash, true divided lite windows. Sizes to be 3'-0" x 5'-0".
- Item 7: Ceilings tiles and grid to be USG Astro Panel, 2' x 2' x 3/4", with FLB edge. Grid to be Finline DXLF.
- Item 8: The contractors will not be required to use the City of Douglasville debris disposal. Any approved disposal site will be acceptable.
- Item 9: Any existing street lights not shown on drawings are to be removed as well.
- Item 10: RV Power Pedestals to be removed.
- Item 11: Interior lighting to operate from wall switches and/or occupancy sensors.

Item 12: Contractor to provide 2 (two) Cat6 data/telephone wires from each location back to Storage 131 on First Floor and Electrical 229 on Second Floor. Provide outlets and face plates. County to provide racks and connections for wires run back to each room.

END OF ADDENDUM