



General Engineering Contractor
License No. 754676

ALL QUALIFIED AND/OR CERTIFIED **MBE/DBE/WBE/DVBE/SBE/SAN FRANCISCO LBE** Subcontractors and Material Suppliers for the following Project. *“NO” SFPUC LBE’s can be utilized to meet the Subcontracting Participation Requirement for this project.*

Mitchell Engineering requests sub quotes from qualified subcontractors and material suppliers for the:

Peninsula Pipelines Seismic Upgrade – Phase III, Contract No. WD-2817

This project is to seismically upgrade San Andreas Pipeline No. 2 and Sunset Supply Pipeline to address ground shaking, ground settlement and liquefaction related seismic hazards with the Colma Valley and at four sites within San Francisco, CA.

Please be aware of the City’s surety bond program, which assists LBE contractors in obtaining bonding and financing for contracts awarded by the SFPUC. *Please call for information, eligibility and program services Jennifer Elmore at 415/217-6578*

Mitchell Engineering request qualified and certified sub quotes and material quotes in the format of the bid form for the following trades:

**Concrete work
Grading and Paving
Rebar
Landscaping**

**Electrical
Pipeline Appurtenances
Paving Trucking and Hauling
Welding**

Bid documents: Hard copy versions of plans, specifications available at 525 Golden Gate Avenue, 1st Floor, Customer Service Desk, San Francisco for a non-refundable \$180.00 fee paid by cash or by check Payable to “SFPUC”. A CD version is available for a fee of \$10.00. Visit <http://sfwater.org/contracts> for updates.

Bid Date is 03/24/2016 at 2:00p.m.

IN ORDER FOR PROPOSALS TO BE CONSIDERED
THEY MUST BE RECEIVED ON BID DAY NO LATER THAN **12pm (noon)**

Please respond to this email with your intent to bid the project. We welcome all questions.
Don Hart – dhart@mitchell-engineering.com

1415-589-7311-telephone or
1415/227-1040-telephone

1415-227-1049 Fax or
1415/227-1046 Fax

Mitchell Engineering is an Equal Opportunity Employer and complies with San Francisco Fair Chance Ordinance.