

## Bid 24-015 Hot Mix Asphalt for City-Wide Street Repairs

Hot Asphalt Mix for City-Wide Street Repairs
Date: March 05, 2024

		American Materials, Inc					Texas Material Group					Vulcan Construction Materials, LLC			
Description	иом	Submitted Bid Pricing	Delivered Cost per Ton + Mileage	Estimated Quantity of Tons		Extended Price	Submitted Bid Pricing	Delivered Cost per Ton + Mileage	Estimated Quantity of Tons		tended Price	Sumitted Bid Pricing	Estimated Quantity of Tons		tended Price
Price per Ton (Loaded on City Truck)	EA	\$82.00		1,000	\$	82,000.00	\$85.00		1,000	\$	85,000.00	\$90.00	1,000	\$	90,000.00
*Price per Ton (delivered to Jobsite):	EA	\$82.00	\$97.00	2,500	\$	242,500.00	\$85.00	\$95.90	2,500	\$	239,750.00	\$105.00	2,500	\$	262,500.00
Hauling 1st mile (price/mile)	EA	\$4.50					\$4.00								
Hauling each additional mile	EA	\$0.30					\$0.30	\$0.30							
State Minimum Truckload , if required:	EA	14 Tons					17 Tons	17 tons				22 tons			
Any Additional Charges, if any:	per Hour	\$85.00													
Item Description	EA														
Tri-axle wait time after 1st 1/2 hour	EA						\$85.00								
Quad-axle wait time after 1st 1/2 hour	EA						\$85.00	\$85.00							
		Annual Total Cost			\$	324,500.00	Annual Total Cost			\$	324,750.00	Annual Total Cost		\$	352,500.00
		2-Yr Total Cost			\$	649,000.00	2-Yr Total Cost			\$ 6	549,500.00	2-Yr Total Cost		\$ 7	05,000.00

<sup>\*</sup>American Materials - Mileage based on 36 miles from 2122 Hwy 90 location to League City (Delivered Cost: \$82/ton + \$4.50/1st mile + \$10.50/35 additional miles = \$97.00/Total Price per Ton)

Terms: 2-Year Contract with the option to renew for three (3) additional one-year periods at no more than a 3% escalation per renewal term

<sup>\*</sup>Texas Materials Group - Mileage based on 24 miles from Navigation location to League City (Delivered Cost: \$85/ton + \$4.00/1st mile + \$6.90/23 additional miles = \$95.90/Total Price per Ton)

<sup>\*</sup> Vulcan Construction Materials, LLC - Delivered price all inclusive at \$105/Price per Ton