## \*\* AMENDMENT LISTING \*\*

**LAST UPDATE**: 4/2/2025 12:54PM

This list references alpha and numeric amendments issued to project items of the above-referenced bid letting. Frequent view of this list is necessary as updates occur periodically during the letting cycle. To retrieve written addendums and to add your company to the planholders' list, access MDOT e-Proposal at MILogin for Third Party.

Any questions can be directed to the Bid Letting unit at <a href="MDOT-BidLetting@michigan.gov">MDOT-BidLetting@michigan.gov</a>

<b>ITEM/AMENDMENT</b>	<b>ITEM/AMENDMENT</b>	<b>ITEM/AMENDMENT</b>	ITEM/AMENDMENT	<b>ITEM/AMENDMENT</b>
001	021	041: 1	061: 1	
002	022	042	062: 1	
003	023: 1	043: 1	063	
004	024	044: A, 1, 2	064	
005: 1	025	045	065	
006	026: 1	046		
007: 1, 2	027	047		
008: 1, 2	028	048		
009	029	049		
010	030	050		
011	031	051		
012	032	052		
013: 1	033	053: Postponed		
014: 1	034	054		
015	035	055: 1		
016: 1	036	056		
017	037	057		
018	038	058: 1		
019	039	059: 1		
020	040	060		

**NOTE:** Alpha-type amendments most often contain updated information regarding Federal and state wage rates or information relative to multiple project items. Alpha-type amendments are NOT integrated into the electronic bid (EBSX proposal) for use with AASHTOWare Project Bids.

Numeric-type amendments most often affect specific project item proposals or project plan(s) and not wage rates unless the update is specific to a project item. Numeric-type electronic amendments (\*.001, \*.002, etc.) for use with AASHTOWare Project Bids ARE required to be integrated into the electronic bid prior to submission. Acknowledging amendments through the ADDENDA ACKNOWLEDGMENT FOLDER of Project Bids is a requirement when bidding as a prime. Both alpha and numeric type of amendments are necessary for success in bidding with MDOT. Failure to review, apply and acknowledge all amendments may affect your bid result. It is the responsibility of the prime contractor (eligible bidder) to obtain all written amendments through the <u>e-Proposal website</u>.