



5616 Mission St, San Francisco, CA 94112 | CA License No. 970768

INVITATION TO BID AS SUB-CONTRACTOR TO WICKMAN DEVELOPMENT AND CONSTRUCTION

Project Name: **Lowell High School Window Replacement**

Project Location: 1101 Eucalyptus Drive, San Francisco, CA 94132

Project Client/Owner: San Francisco Unified School District

Plans Available At: Builders Exchange of San Francisco.

Bids Due to Owner/Client By: 10/10/2017 at 2:00PM

Bids Due to Wickman Development and Construction By: **10/10/2017 at 10:00 AM** (always 4 hours prior to bid submittal).

Advertised Engineer's/Architect's/Owner's Estimate: **2,500,000.00**

Participation Goals: All definitions of goals and what constitutes a MBE and WBE are defined in the **Contract Documents**. It is the intent of Wickman Development and Construction to reach out to MBE and WBE firms and provide them with an equal opportunity to bid this project in accordance with the goals established and then to fairly review and choose to include complete and timely submitted bids in our bid to the Owner based on cost.

MBE Goal: Undisclosed %

WBE Goal: Undisclosed %

San Francisco's First Source Hiring Program: Yes, Read Specification Section: 007376

Union Affiliations: Wickman Development and Construction is signatory to the Carpenter's and Laborer's Unions of Northern California Master Agreement. All sub-contractors who intend to bid scopes of work to Wickman Development and Construction that fall under the Master Agreement of these unions must also be signatory to these unions or we cannot list them for that portion of work.

Scope of Work Wickman Development and Construction will be accepting on this Project:

*ALL TRADES

Will your firm be bidding on this project as a sub-contractor to WD&C?

☐ YES ☐ No

Please check Yes or No and return entire form via fax (415) 239-4511 or e-mail jonathan@wickmandev.com
With Best Regards,

Jonathan D. Wickman

Jonathan D. Wickman
P.E., CCM, LEED AP
Chief Business Officer
Wickman Development and Construction

Attachments: None