

## Addendum #1 RFP # 30-22, Severe Weather Alert System 08/11/2022

**NOTICE IS HEREBY GIVEN** that the following addendum serves to provide clarification and to answer the questions received on RFP # 30-22, Severe Weather Alert System.

Question 1: Can you let me know how many systems the City of Clearwater is intending to buy?

<u>Answer to Question 1:</u> The exact number of systems has not yet been determined.

<u>Currently, the city is interested in a system at our Clearwater Beach location and will add on other locations as needed.</u>

Question 2: Is the City wanting to purchase or lease the systems?

Answer to Question 2: This will be determined dependent on the proposals received.

Question 3: Can you please provide specific locations (address, lat/long coordinates, etc.) for all areas to be covered by this system? Please include square miles, acres, etc. in your data. Park areas shown on a map would be fine.

<u>Answer to Question 3:</u> Please reference Answer to Question 1 above. Currently, the City is interested in a system at our Clearwater Beach Location which is 1.25 miles with seven (7) lifeguard towers along this area.

Examples of some Parks & Recreation facilities that may be added in the future include, but are not limited to: Clearwater Beach Recreation and Aquatic Center; Coachman Park; Countryside Recreation Center and Community Park; Countryside Sports Complex; Crest Lake Park; Eddie C Moore; Frank Tack Park Sports Complex; Glen Oaks Park; Henry L. McMullen Tennis Complex; Jack Russell Stadium; Joe DiMaggio Sports Complex; Long Center; Moccasin Lake Nature Park; Morningside Recreation Center; North Greenwood Recreation and Aquatic Complex; Philip Jones Park; Ross Norton Recreation Complex; Sid Lickton Ballfield Complex.

A complete listing of Park and Recreation Facilities can be found on the city's website at <u>Facilities & Amenities Locator</u>

End of Questions and Answers

All other dates and terms and conditions remain the same in this Request for Proposal.

End of Addenda