

EXHIBIT "C"

**INVITATION TO BID**  
For  
**LANARE COMMUNITY CENTER**

Self-Help Enterprises (SHE)  
A Nonprofit Housing and Community Development Organization

Self-Help Enterprises (SHE) is requesting bids for the rehab of a ~ 3,300 square foot one-story building and associated infrastructure located in the unincorporated community of Lanare at 20620 S. Grantland Avenue, Riverdale, CA 93656. This project is bound by federal regulations, including the County of Fresno through the American Rescue Plan Act (ARPA).

**Project Details:**

The construction includes grading and associated civil work amenities include, but are not limited to, parking lot, pedestrian walkways, and multi-use bathrooms.

**NOTE: Bidders are expected to adhere to Davis-Bacon Prevailing Wage requirements**

**Contact Information:**

For bid documents and inquiries, please contact:

**Estevan Benavides, Sr. Project Manager**

8445 W Elwin Court

Visalia, CA 93291

(559) 802-1786

[Estevanb@selfhelpenterprises.org](mailto:Estevanb@selfhelpenterprises.org)

For Architect questions, please contact:

**Locke Macomber, Sr. Designer**

1331 T Street

Sacramento, CA 95811

(916) 443-1033

[Lmacomber@mogaveroarchitects.com](mailto:Lmacomber@mogaveroarchitects.com)

**Bidding Process:**

- **The bid will open on March 20, 2024**
- **Perspective bidders are encouraged to attend a bid walk that will be held on April 3, 2024, from 1pm -3pm.**
- **Bids must be submitted via email to Estevan Benavides by 4 p.m. on April 5, 2024**
- **The bidding process will open on March 20, 2024, and close on April 5, 2024 at 4 p.m.**

Thank you for your interest in participating in this project. We appreciate your attention to detail and timely submission of bids. We look forward to starting this project and thank you for your interest in working with Self-Help Enterprises.

## **Exhibit “D”**

### **Scope of Civil Work:**

#### **1. Parking lot**

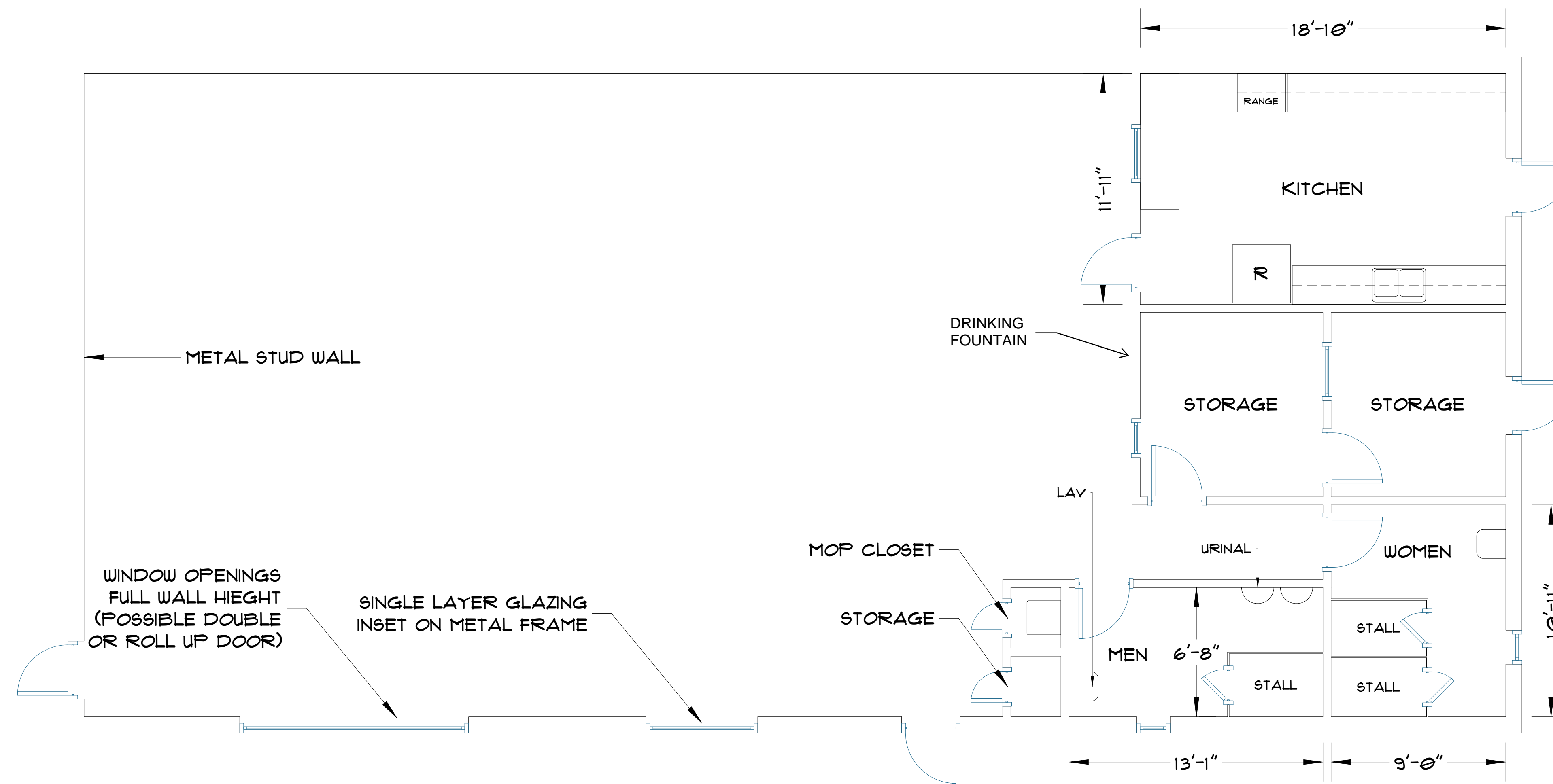
- ADA parking stall(s)
- Seal
- Stripe

#### **2. Flatwork**

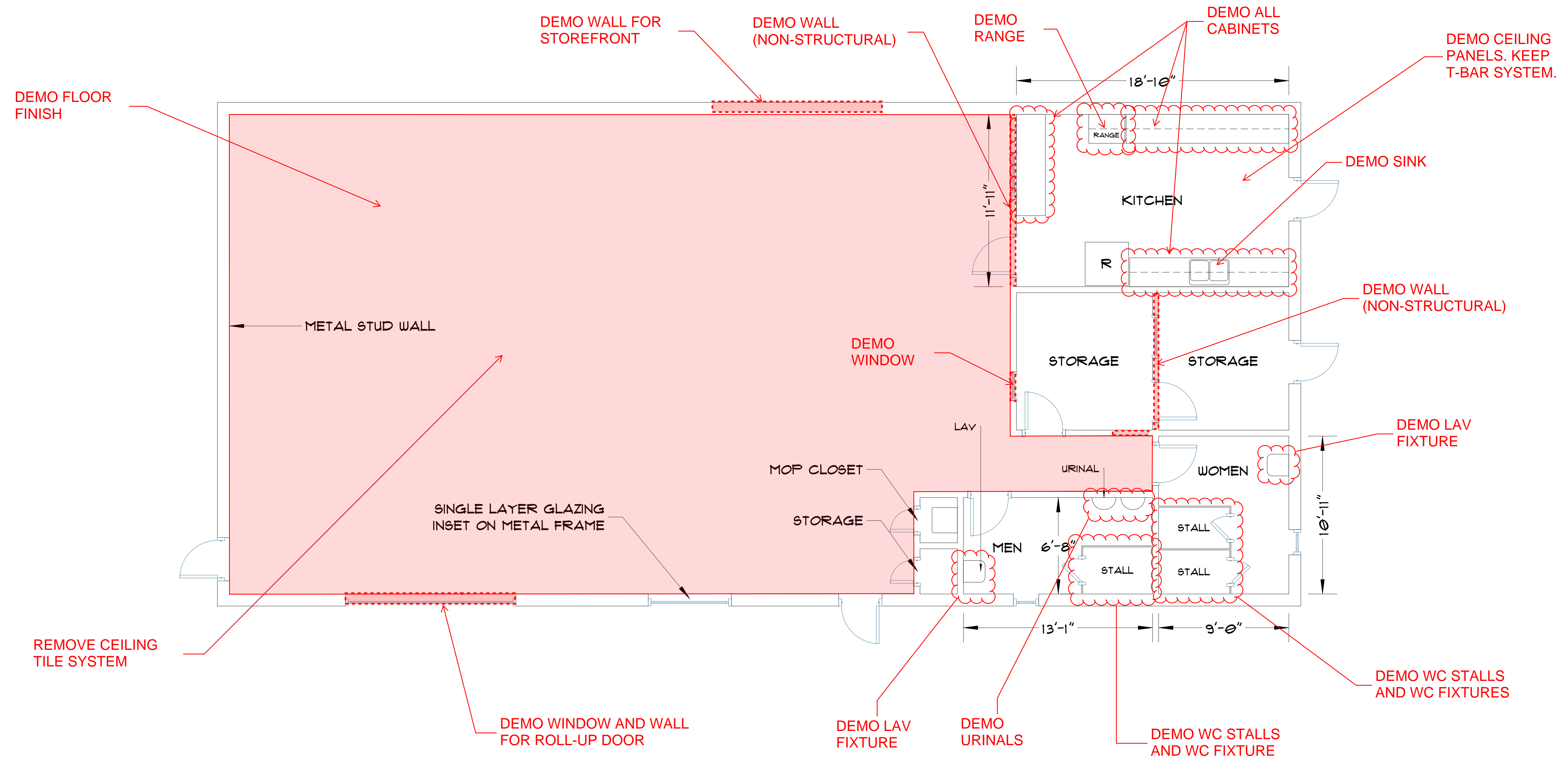
- ADA (new truncated domes)
- ADA existing walkway to playground / bathrooms (R&R)
- ADA walkway to BB court from bathroom
- Elevations and slopes along anticipated new ADA walkways

#### **3. Topographic Survey**

- Evaluate ADA compliance
- Plot project boundary to tie monumentation for topo survey
- No benchloop required



EXISTING PLAN



PRELIMINARY DEMOLITION PLAN

**EXTERIOR SCOPE**

- REPLACE OR REPAIR ROOF. PREPARE FOR SOLAR
- REPAIR METAL PANELS.
- PAINT EXTERIOR ELEMENTS
- REPLACE AND/OR ADD EXTERIOR LIGHT FIXTURES
- RESET, REPAIR AND PAINT EXTERIOR DOORS. UPDATE HARDWARE
- RETROFIT OR REPLACE WINDOWS
- REPLACE/ADD INSULATION TO EXTERIOR WALLS

**INTERIOR SCOPE**

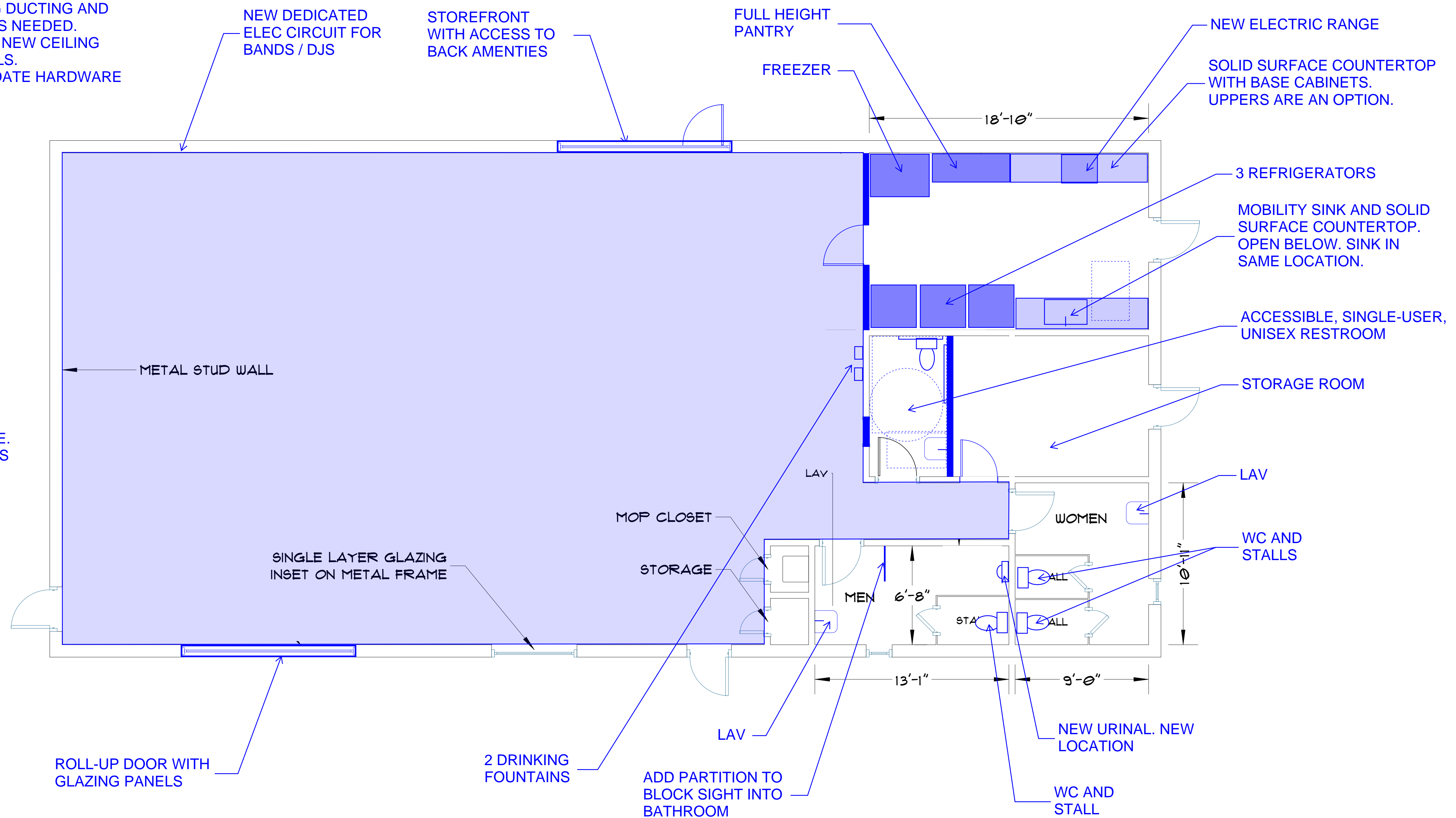
- REPAIR AND REFINISH ALL FLOORS. STAINED AND SEALED EXPOSED CONCRETE.
- REPAIR, REFINISH AND PAINT ALL WALLS. ADD WALL INSULATION.
- OPEN CEILING IN MAIN ROOM. PREPARE EXISTING DUCTING AND STRUCTURE. VERIFY EXISTING INSULATION, ADD AS NEEDED.
- IN KITCHEN, BATHROOMS AND STORAGE ROOMS: NEW CEILING PANEL TILES. ADD T-BARS AS NEED FOR NEW WALLS.
- RESET, REPAIR AND PAINT INTERIOR DOORS. UPDATE HARDWARE
- ADD SIGNAGE TO MEET CODE COMPLIANCE

**MEP SCOPE**

- EVALUATE WATER CONDITION, MAY REPLACE WATER HEATER
- INSPECT SEPTIC
- REFURBISH EXISTING PLUMBING FIXTURES, REPLACE OR REPAIR AS NEEDED. UNLESS NOTED, FIXTURES TO REMAIN IN SAME LOCATION IN EXISTING.
- NEW ACCESSIBLE WATER FOUNTAIN
- REPLACE EXISTING HVAC SYSTEM
- R&R LIGHT FIXTURES WITH LED
- ELECTRICAL CODE COMPLIANCE.
- MAY NEED TO UPDATE SUBPANEL
- REPLACE SMOKE AND CO2 ALARMS
- LOW VOLTAGE WIRING

**ADJACENT OFFICE BUILDING (APPROX. 320 SF)**

- REMOVE INTERIOR WALLS.
- MATCH INTERIOR AND EXTERIOR BUILDING SCOPE.
- MEP SCOPE LIMITED TO UPDATED LIGHT FIXTURES AND MINOR ELECTRICAL REPAIRS.



**PRELIMINARY FLOOR PLAN**

S Grantland Ave

S Grantland Ave

S Grantland Ave

S Grantland Ave

S Grantland

Frontage:  
- upgrade existing drip

Office Building

Main Building

Basketball Court not in scope

Exterior Amenities not in scope

Exterior Bathrooms

Drought resistant landscape improvements on either side of walkway

Playground not in scope

