



Purchasing Office
P.O. Box 40197 • Lafayette, LA 70504-0197
Office: (337) 482-5396
Fax: (337) 482-5059

October 31, 2024

ADDENDUM NO. 2

THE UNIVERSITY OF LOUISIANA AT LAFAYETTE IS SOLICITING BIDDERS TO PROVIDE THE LISTED RENTAL ITEMS FOR EVENTS SCHEDULED FOR THE ATHLETICS DEPARTMENT AT THE UNIVERSITY OF LOUISIANA AT LAFAYETTE, LAFAYETTE, LOUISIANA IN STRICT ACCORDANCE WITH THESE BID SPECIFICATIONS.

Due Tuesday, November 05, 2024 2:00PM Solicitation No. 25026

The following clauses/alterations shall be made part of the original specifications as though issued at the same time and shall be incorporated integrally therewith.

Item No. 1 – Update on Detailed Specifications Page.9, Page.11 1C & Section 2:

University Logo to be on all tents and portable restrooms for ALL sporting events throughout the contract term.

UPDATE:

The University Logo shall be on ALL tents for ALL sporting events throughout the contract term. The University Logo is no longer required to be on the portable restrooms

For questions related to bidding these projects, please contact the UL Lafayette Purchasing Department at BidQuestions@louisiana.edu or 337.482.1079.

Business hours are: Mon-Thu 7:30am – 5:00pm CST (lunch 11:45-12:30); Fri 7:30am -12:30pm.

ACKNOWLEDGEMENT: If you have already submitted your bid, and this Addendum creates a need to revise your bid, you must indicate any change(s) below, identify your business name and sign where shown. Revisions shall be submitted/delivered PRIOR to bid due date and time, by email. Bid revisions received after bid due date and time cannot be considered, whereupon the bidder must either honor or withdraw its original bid. If you have already submitted your bid and this addendum does not cause you to revise your bid, acknowledge receipt of this addendum by signing below and returning it to the Purchasing Department prior to bid due date.

Kristi Montet
Director of Procurement and Travel
University of Louisiana at Lafayette
Department of Purchasing

Firm Name: _____ Signature: _____