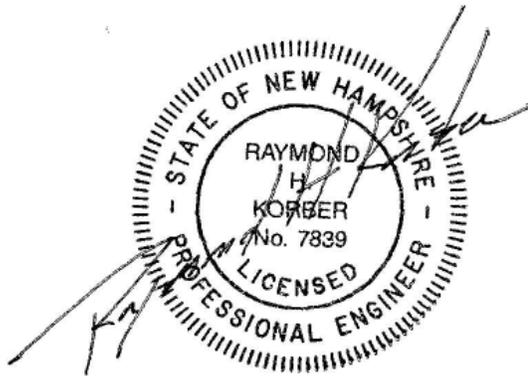


**ADDENDUM No. 1**  
**TO THE**  
**CONTRACT DOCUMENTS**  
**FOR CONSTRUCTION OF**  
**2016 ROAD PROGRAM**  
**ROADWAY REHABILITATION**  
**FOR THE**  
**TOWN OF MOULTONBOROUGH, NEW HAMPSHIRE**

**AUGUST 10, 2016**



**This Addendum shall be included in and shall form a part of the Contract Documents dated July 2016. The items set forth herein, whether by omission, addition, substitution or other change are all included in and shall form a part of the proposed work and Bids submitted to the Owner. Clarifications and Questions and Answers are issued for the purpose of interpretation only and are not included in nor do they form a part of the Contract Documents.**

**Inclusion of this Addendum must be acknowledged by inserting the addendum number in the appropriate place in the Bid Form. Failure to acknowledge any and all addenda in the Bid Form as specified may be cause for rejection of the Bid by the Owner as a non-responsive Bid.**

**This Addendum consists of the following modifications to the Contract Documents:**

- 1. Pages AD1-1 through AD1-2**

ADDENDUM No. 1  
AD1-1

## PROJECT MANUAL

### APPENDIX A: GENERAL NOTES AND DRAWINGS

General Notes: Delete Note 1 and replace it with the following:

1. Roadway Segments: The actual limits of work for each roadway segment may vary from that proposed in the Contract Documents. The Owner reserves the right to adjust the limits of work at any time during construction. There shall be no adjustment to unit prices for changes in the limits of work. Contractor shall complete the following work. Construction sequencing shall be determined by the Owner. Roadway lengths are approximate.

<b>Location</b>	<b>Length (ft)</b>	<b>Treatment</b>
Redding Lane	3400	Shim & Overlay
High Haith Road	1750	Reclamation & Pavement
Marvin Road	2600	Reclamation & Pavement
Shaker Jerry Road	2200	Reclamation & Pavement

General Notes, Note 13: Delete Figure 1: Locus Plan.

General Notes, Note 13: Delete Sheet 2: Castle Shores Road Realignment.

ADDENDUM No. 1  
AD1-2