

REMOVAL OF EXISTING STRUCTURES.

(REV 5-13-05) (FA 8-18-05) (1-13)

ARTICLE 110-6 (Pages 151-152) is expanded by the following new Subarticle:

110-6.6 Asbestos Containing Materials (ACM) Identified Prior to the Work: Certain areas within the limits of this project have been identified as containing asbestos and are delineated on the Plans. The asbestos type and levels, when known, are in the specifications or in an asbestos abatement plan available from the Project Manager.

The Department will have a Contractor (Asbestos Abatement Contractor/CAR Contractor) qualified to perform asbestos abatement working in the designated contamination areas under separate Contract. Coordinate with this Contractor in accordance with 8-4.4.

A staging area may be required to facilitate the Asbestos/CAR Contractor's operations.

Where asbestos abatement work is done simultaneously with the highway construction Contract, the abatement work period may or may not begin on the day highway construction begins and may or may not be consecutive working days. A schedule to accomplish the abatement work expeditiously will be established at the preconstruction conference. The Prime Contractor and the Asbestos/CAR Contractor will use this schedule as a basis for planning both work efforts. The Engineer must approve any deviation from this schedule before it occurs. Coordinate schedule changes with the Asbestos/CAR Contractor before approval by the Engineer. The Engineer may grant Contract Time extensions according to the provisions of 8-7.3.2.

Schedule operations to avoid intrusion into the areas designated on the plans or in specified contaminated areas or staging areas reserved for the Asbestos/CAR Contractor until the established schedule dictates, unless agreed to by the Asbestos/CAR Contractor beforehand. Provide access to the aforementioned sites at all times during the abatement work phase. Resume normal operations in the designated area once the contamination is removed and notice to resume work is issued by the Engineer.