

## Snack Shack Subfloor and Tile Removal - Bid Specification Sheet

\*\*Project Location:\*\* 15100 Gulf Blvd, Madeira Beach, FL 33708

\*\*Approximate Area:\*\* 1,800 Square Feet

\*\*Project Description: Removal of Sand and or flooring for visual analysis of structural components

\*\* Option 1- Removal and disposal of approximately 1,800 square feet of subfloor and tile at the Snack Shack to prepare surface for future flooring installation.

\*\*Option 2 – Removal of approximately 133.33 (1800SF X 24In) cubic yards of sand from under the building. Sand can be deposited at the city's property located at 555 150<sup>th</sup> Ave, Madeira Beach, FL 33708. Means and methods are to be determined by contractor

### Scope of Work

- Coordinate with City staff prior to start of work to establish access and staging areas.
- Install protective barriers and coverings to safeguard adjacent areas from dust and debris.
- Option 1-Remove and dispose of approximately 1,800 square feet of floor tile and subfloor materials down to the structural base.
- Option 1- Remove approximately 133.33 CY of sand and dispose off site at 555 150<sup>th</sup> Ave, Madeira Beach, FL 33708.
- Use dust control methods (HEPA vacuums, water misting) to minimize airborne particles.
- Clean and prepare exposed substrate for future installation (option 1 only).
- Remove all tools, debris, and restore work area to a clean, safe condition upon completion.

### Schedule

Estimated duration: 3–5 working days from Notice to Proceed. Contractor shall coordinate project start with City staff.

### Bid Pricing

Description of Work	Cost
Option 1 – Tile Floor	\$ 10,000.00
Option 2 – Sand Removal	\$ 39,340.00

Estimated Completion Time (Days): 1 Week (5 Days)

Contractor Name: Richard C. Jenkins, License Holder-V.P.

Company: Quality Restoration and Renovations

Date: 11/18/25 Phone: 813-517-1555

Authorized Signature:  Tara Cole, Treasurer

All work shall comply with OSHA standards, City of Madeira Beach requirements, and all applicable regulations.