

AGENDA
Special Meeting
VILLAGE OF PLEASANT PRAIRIE
PLEASANT PRAIRIE VILLAGE BOARD
PLEASANT PRAIRIE WATER UTILITY
PLEASANT PRAIRIE SEWER UTILITY
Village Hall Auditorium
9915 – 39th Avenue
Pleasant Prairie, WI
August 8, 2011
5:45 p.m.

1. Call to Order
2. Pledge of Allegiance
3. Roll Call
4. Citizen Comments
5. New Business
 - A. Consider an award of contract for leisure pool painting project at the RecPlex.
6. Village Board Comments
7. Adjournment

The Village Hall is handicapped accessible. If you have other special needs, please contact the Village Clerk, 9915 – 39th Avenue, Pleasant Prairie, WI (262) 694-1400



**Village of Pleasant Prairie
Office of the Village Administrator**

To: Village Board of Trustees

**From: Michael R. Pollocoff
Village Administrator**

Date: August 2, 2011

Re: RecPlex Leisure Pool Painting Project

Sealed bids were received and opened at 1:00 p.m. on July 15, 2011 for the RecPlex leisure pool painting project. The following bids were received:

Leisure Pool Painting Project

Wall-tech, Inc.	\$169,000.00
Porta Painting	\$514,241.00

I recommend a contract for the exterior signage work to be awarded to Wall-tech, Inc.



August 1st, 2011

Mr. Mike Pollocoff
Village of Pleasant Prairie
9915 39th Avenue
Pleasant Prairie, WI 53185

**Subject: Letter of Recommendation
Lakeview Recplex Leisure Pool Painting Pkg
Painting and Sandblasting Contract**

Dear Mr. Pollocoff:

Riley Construction Company, Inc. has reviewed the proposals for the above referenced contract. The following is a summary of the bid results:

Bid Results:

1.	Wall-tech, Inc	\$ 169,000
2.	Porta Painting	\$ 514,241
3.	Thomas A. Mason	No Bid
4.	Ruffalo Painting	No Bid

After a thorough scope review, Riley Construction recommends this project be awarded to **Wall-tech, Inc.**

Please feel free to contact me with any questions at 414-359-0100.
Thank you.

RILEY CONSTRUCTION COMPANY, INC.

Erik Dillon
Project Manager

C: Carol Willke, Recplex
Tom Patrizzi, Recplex
Jane Romanowski, VOPP
Tom O'Connell, Partners in Design