



The Land Above the Canyons

City of Monticello
Request for Proposals (RFP)
Sprinkler System Rerouting and Site Landscaping – Veterans Park ADA Playground

Issue Date: October 1, 2025

Proposal Deadline: October 15, 2025, 4 p.m.

Sealed Proposal Submission To:

Mail:

City of Monticello
Parks Department
P.O. Box 457
Monticello Utah, 84535

In-Person:

City of Monticello Offices
17 N 100 E
Monticello Utah, 84535

Online:

<https://forms.office.com/r/VVJ2uQJGLH>

1. Introduction

The City of Monticello is requesting proposals from qualified contractors for sprinkler system rerouting and site landscaping work at Veterans Park. This work is part of a larger project involving the installation of new ADA-accessible playground equipment, concrete pathways, pavilion access improvements, and associated site upgrades.

The scope of this RFP includes the modification and rerouting of the existing irrigation system to accommodate new concrete and playground installations, as well as restoration and landscaping of all disturbed areas. The contractor will be responsible for ensuring that the updated sprinkler system provides full and efficient coverage to all landscaped zones while avoiding new concrete surfaces and playground structures.

In addition to irrigation work, the selected contractor will provide all necessary labor, materials, and equipment for grading, soil restoration, turf or sod replacement, and any additional landscape restoration required to return the site to a clean, safe, and finished condition following construction.

This project also includes the removal and cleanup of existing bushes and overgrowth around the

Veterans Memorial, with care taken to preserve the integrity of the memorial area and prepare it for future landscaping enhancements.

All work must comply with applicable local codes and be coordinated closely with the concrete and playground installation contractors to ensure proper sequencing and integration of work.

2. Scope of Work:

The selected contractor will be responsible for all labor, equipment, materials, and coordination required to assess, reroute, and update the existing sprinkler system and perform site landscaping work in support of the broader playground and site improvement project. All work must comply with applicable codes and standards and be coordinated with City staff and other project contractors to ensure proper sequencing and avoid conflicts.

Sprinkler System Assessment and Planning

- Evaluate the existing sprinkler system layout, including zone performance and coverage.
- Identify and document irrigation conflicts with new playground design, concrete pathways, pavilion extensions, and other improvements.
- Develop and submit an irrigation plan that:
 - Avoids all new concrete and equipment foundation areas.
 - Provides effective coverage to turf and landscaped areas.
 - Includes updated zone maps and routing diagrams.
- Coordinate with City Administration and other contractors to align with the final site layout and construction schedule.

Sprinkler System Rerouting and Installation

- Reroute existing sprinkler lines and install new lines, heads, and/or zones as required to support the revised layout.
- Ensure all rerouted lines avoid conflicts with concrete footings, sidewalks, curbing, and playground equipment zones.
- Repair or replace problematic sprinkler zone wiring to restore full functionality.
- Test the entire sprinkler system after rerouting to verify correct operation, pressure, and zone control.
- Coordinate closely with concrete and playground installation teams to prevent rework or system damage during construction.

Finalization and Documentation

- Perform any necessary follow-up adjustments or touch-ups to the irrigation system after playground equipment installation.
- Submit a finalized documentation, detailed showing:
 - All rerouted lines and added/modified zones.
 - Updated zone maps for City Parks Maintenance Division records.
 - Record of all repairs made to the existing system.
- Ensure all system components meet water conservation and efficiency standards.

Landscaping and Site Restoration

- Remove and clean up all existing overgrowth and bushes around the **Veterans Memorial**, preserving the integrity and appearance of the memorial structure.
- Restore and grade any disturbed soil areas caused by concrete or sprinkler work.
- Replant grass or install sod as needed to return the site to a finished, clean condition.
- Ensure final landscaping is visually consistent with surrounding park areas and suitable for public use.

4. Timeline:

Work is expected to end no later than June 15, 2026.

5. Requirements:

- Must be licensed for irrigation system design and installation.
- Experience working on public recreation or park projects preferred.
- Compliance with local water-use efficiency standards.
- Proof of insurance as required by City.
- Project will be paid as work is completed and billed by the contractor.
- 15% of the project will be held until the project is completed and accepted by the City.

6. Bid Selection:

Bids will be selected with a small selection committee that will follow the City's purchasing policies by reviewing the submissions and grade them on the following items.

- Cost
- Work History
- Ability to meet deadlines required for this project

7. Adjustments to Selected Bid:

If selected for the project, any changes must be submitted to the City Administration for approval before adjustments to the project will be allowed. This includes price, project timeline, or other unforeseen circumstances that may affect the project.

110'

Add
curb & gutter

82' 3"

Add
Anticipated new
playground footprint.

40'

Connect
playground
pavilion

Add Accessible Sidewalk.

145'

Add
ADA Accessible
entrance.

Remove
Current
playground footprint.

Extend concrete
3' for accessibility.

Existing
Pavilion.

70'

35'

Existing
skate park.

Extend
concrete 3'
for accessibility.

N

N

E

S

Z

491

N 100 E

Monticello City
offices.

veterans
memorial

- ★ Existing: to stay.
- ★ Existing to remove.
- ★ Anticipated

anticipated work.

on
letter
age at Exxon™†

