

RELOCATE LUMINAIRE AND BRACKET ARM

****From Waterbury Area WKZN(9) C/2**

- xx. DESCRIPTION. This work shall consist of relocating existing luminaire and bracket arm at the location(s) indicated in the Plans and as directed by the Engineer.

The work under this Section shall be performed in accordance with these provisions, the Plans, and Section 679 of the Standard Specifications.

- xx. MATERIALS. Existing materials shall be re-used. If existing materials are not re-usable as determined by the Engineer, they shall be replaced in-kind.

- xx. CONSTRUCTION REQUIREMENTS. The Contractor shall relocate the existing luminaire and bracket arm on the existing pole assembly, including all required wiring. All wiring shall be performed by a licensed electrician and be overseen by a master electrician.

Luminaire and bracket arm materials shall be removed and handled in a manner that will prevent damage. Luminaire and bracket arm materials that are damaged as a result of the Contractor's operations shall be replaced at no additional cost to the State.

Relocated luminaire and bracket arm materials shall be mounted in a manner consistent with the original configuration. Relocated luminaire shall be in working order as acceptable to the Engineer.

- xx. METHOD OF MEASUREMENT. The quantity of Special Provision (Relocate Luminaire and Bracket Arm) to be measured for payment will be the number of each luminaire and bracket arm relocated in the complete and accepted work.

- xx. BASIS OF PAYMENT. The accepted quantity of Special Provision (Relocate Luminaire and Bracket Arm) will be paid for at the Contract unit price per each. Payment will be full compensation for removing and relocating the existing luminaire and bracket arm, including all wiring; all other materials necessary for a complete relocation; and for furnishing all labor, tools, equipment, and incidentals necessary to complete the work.

Payment will be made under:

<u>Unit</u>	<u>Pay Item</u>	<u>Pay</u>
900.620	Special Provision (Relocate Luminaire and Bracket Arm)	Each