AMENDMENT NO. TWO TO CONTRACT NO. 31013

RE: Additional funds added to Contract No. 31013 for Furnishing and Delivering Sand & Gravel to the City of Long Beach (PA-00509; BPLB09000021)

This Amendment to Contract No. 31013 is made and entered as of April 13, 2010 by and between the CITY OF LONG BEACH, a municipal corporation, and **WEST COAST SAND & GRAVEL (Contractor).**

Contract No. 31013 is amended by mutual agreement other mark preceding the appropriate amendment:	of the parties and as indicated below by a check or
1. First renewal term is 12/23/09 to 12/23/10	
x 2. Adding funds in the amount of \$700,000 for the	period of 12/23/09 to 12/23/2010
3. Prices during this period shall remain firm.	
4. The price for certain items shall be increased a incorporated herein by this reference.	as shown on Exhibit "A", which is attached hereto and
5. The price for certain items shall be decreased a incorporated herein by this reference.	as shown on Exhibit "A", which is attached hereto and
6. The discount offered to the City is increased by	%.
7. The items or locations identified on Exhibit "B", w reference, are hereby deleted from the Contract.	which is attached hereto and incorporated herein by this
3. The locations identified on Exhibit "B", which reference, are hereby added to the Contract.	is attached hereto and incorporated herein by this
9. Current permits, licenses, insurance and other re	quired information are enclosed as Addendum No. 1.
Except as expressly amended above, all terms and conditions full force and effect. Executed with all formalities required by I	aw as of the date first stated above.
CONTRACTOR:	CONTRACTOR:
MARUM J. STROILSMA	(Signature) STRUILIMA
(Print / Type Name)	(Print / Type Name)
President / Vice President / Secretary / Treasurer (circle one)	President / Vice President / Secretary / Treasurer (circle one)
THE CITY OF LONG BEACH: Assistant City Manager	
EXECUTED PURSUANT City Managero Section 301 OF THE CITY CHARTER.	Approved as to form: ROBERT E. SHANNON, City Attorney
	By: Deputy