

COMMONWEALTH OF VIRGINIA
STANDARD CONTRACT

Contract Number: VTS-2989-2026

This contract entered into this 1st day of September 2025 by Esport Supply, LLC hereinafter called the "Contractor" and Commonwealth of Virginia, Virginia Polytechnic Institute and State University called "Virginia Tech."

WITNESSETH that the Contractor and Virginia Tech, in consideration of the mutual covenants, promises and agreements herein contained, agree as follows:

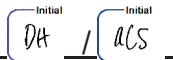
SCOPE OF CONTRACT: The Contractor shall provide Furniture, Fixtures, and Equipment (FF&E) for the War Memorial Hall eSports Area to Virginia Tech as set forth in the Contract Documents.

PERIOD OF CONTRACT: From Septmtember 1st, 2025 through August 31st, 2026, with the option of two (2) x two year (2) renewals .

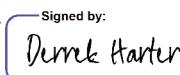
COMPENSATION AND METHOD OF PAYMENT: The Contractor shall be paid by Virginia Tech in accordance with the Contract Documents.

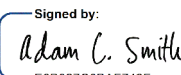
CONTRACT DOCUMENTS: The Contract Documents shall consist of this signed contract, Request for Proposal (RFP) number 443882501 dated June 4, 2025, together with Addendum Number 1 To RFP dated June 11, 2025 , Addendum Number 2 To RFP dated June 13, 2025, the proposal submitted by the Contractor dated June 17, 2025 and the negotiation summary, all of which Contract Documents are incorporated herein.

ELECTRONIC TRANSACTIONS: If this paragraph is initialed by both parties, to the fullest extent permitted by Code of Virginia, Title 59.1, Chapter 42.1, the parties do hereby expressly authorize and consent to the use of electronic signatures as an additional method of signing and/or initialing this contract and agree electronic signatures (for example, the delivery of a PDF copy of the signature of either party via facsimile or electronic mail or signing electronically by utilizing an electronic signature service) are the same as manual executed handwritten signatures for the purposes of validity, enforceability and admissibility.


(Initials)

In WITNESS WHEREOF, the parties have caused this Contract to be duly executed intending to be bound thereby.

Contractor
By: 
(Signature)
Derrek Harter Principal
Name and Title

Virginia Tech
By: 
Adam Smith
Associate Director for Capital Construction

RFP



Request for Proposal #443882501

For

FF&E War Memorial Hall eSports Area

6/4/25

Note: This public body does not discriminate against faith-based organizations in accordance with the *Code of Virginia*, § 2.2-4343.1 or against a bidder or offeror because of race, religion, color, sex, sexual orientation, gender identity, national origin, age, disability, or any other basis prohibited by state law relating to discrimination in employment.

RFP #443882501, FF&E War Memorial Hall eSports Area

INCLUDE THIS PAGE WITH YOUR PROPOSAL, SIGNATURE AT SUBMISSION IS REQUIRED

DUE DATE: Proposals will be received until **Wednesday, June 18, 2025, at 3:00 PM**. Failure to submit proposals to the correct location by the designated date and hour will result in disqualification.

INQUIRIES: All inquiries for information regarding this solicitation should be directed to Deirdre Curry, Phone: (540) 231-4775; e-mail: currydr11@vt.edu. All inquiries will be answered in the form of an addendum. Inquiries must be submitted by **5:00 PM on June 9, 2025**. Inquiries must be submitted to the procurement officer identified in this solicitation.

PRE-PROPOSAL CONFERENCE: No pre-proposal conference will be held. To request a site visit, please contact Deirdre Curry at currydr11@vt.edu.

PROPOSAL SUBMISSION:

***Please note, proposal submission procedures have changed effective March 2023.**

Proposals may NOT be hand delivered to the Procurement Office.

Proposals should be submitted electronically through Virginia Tech's procurement portal. This portal allows you access to view business opportunities and submit bids and proposals to Virginia Tech digitally and securely.

Proposals must be submitted electronically at:

<https://bids.scquest.com/apps/Router/PublicEvent?CustomerOrg=VATech>

Vendors will need to register through this procurement portal, hosted by Jaggaer. **It is encouraged for all vendors to register prior to the proposal submission deadline to avoid late submissions.** Registration is easy and free. If you have any challenges with the registration process, please contact Jaggaer Support at 1-800-233-1121 or procurement@vt.edu.

Click on the opportunity and log in to your vendor account to begin preparing your submission. Upon completion, you will receive a submission receipt email confirmation. Virginia Tech will not confirm receipt of proposals. It is the responsibility of the offeror to make sure their proposal is delivered on time.

Hard copy or email proposals will not be accepted. Late proposals will not be accepted, nor will additional time be granted to any individual Vendor.

Attachments must be smaller than 50MB in order to be received by the University.

In compliance with this Request For Proposal and to all the conditions imposed therein and hereby incorporated by reference, the undersigned offers and agrees to furnish the goods or services in accordance with the attached signed proposal and as mutually agreed upon by subsequent negotiation.

AUTHORIZED SIGNATURE: _____ Date: _____

[INCLUDE THIS PAGE]

I. PURPOSE:

This Request for Proposal (RFP) seeks to solicit proposals to establish a contract through competitive negotiations by Virginia Polytechnic Institute and State University (Virginia Tech), an agency of the Commonwealth of Virginia.

The Department of Recreational Sports at Virginia Tech is seeking proposals from qualified vendors to provide, deliver, and install esports equipment and furniture for a newly constructed esports space in War Memorial Hall. The project includes the procurement of 1) high-performance gaming computers, gaming peripherals, gaming consoles, displays, and specialized esports furniture; and 2) to provide game license management services, including the acquisition, installation, and configuration of all necessary hardware and software licenses to ensure games are ready for use upon deployment.

Virginia Tech is seeking to contract for the purchase of Furniture, Fixtures & Equipment and game license management services. Proposers may, but are not required to, propose for each service within the RFP Statement of Work. The University will select the best suited provider for each service area.

II. SMALL, WOMAN-OWNED AND MINORITY (SWAM) BUSINESS PARTICIPATION:

The mission of the Virginia Tech supplier opportunity program is to foster inclusion in the university supply chain and accelerate economic growth in our local communities through the engagement and empowerment of high quality and cost competitive small, minority-owned, women-owned, and local suppliers. Virginia Tech encourages prime suppliers, contractors, and service providers to facilitate the participation of small businesses, and businesses owned by women and minorities through partnerships, joint ventures, subcontracts, and other inclusive and innovative relationships.

For more information, please visit: <https://www.sbsd.virginia.gov/>

III. CONTRACT PERIOD:

The term of this contract is for 1 year(s), or as negotiated. There will be an option for 2, 2-year renewals, or as negotiated.

IV. EVA BUSINESS-TO-GOVERNMENT ELECTRONIC PROCUREMENT SYSTEM:

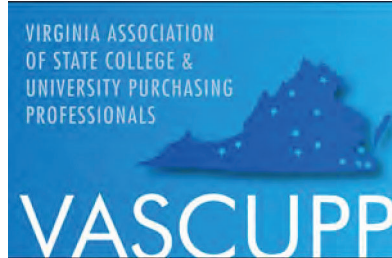
The eVA Internet electronic procurement solution streamlines and automates government purchasing activities within the Commonwealth of Virginia. Virginia Tech, and other state agencies and institutions, have been directed by the Governor to maximize the use of this system in the procurement of goods and services. *We are, therefore, requesting that your firm register as a vendor within the eVA system.*

There are transaction fees involved with the use of eVA. These fees must be considered in the provision of quotes, bids and price proposals offered to Virginia Tech. Failure to register within the eVA system may result in the quote, bid or proposal from your firm being rejected and the award made to another vendor who is registered in the eVA system.

Registration in the eVA system is accomplished on-line. Your firm must provide the necessary information. Please visit the eVA website portal at <http://www.eva.virginia.gov/pages/eva-registration-buyer-vendor.htm> and **register both with eVA and Ariba**. *This process needs to be completed before Virginia Tech can issue your firm a Purchase Order or contract.* If your firm conducts business from multiple geographic locations, please register these locations in your initial registration.

For registration and technical assistance, reference the eVA website at: <https://eva.virginia.gov/>, or call 866-289-7367 or 804-371-2525.

V. CONTRACT PARTICIPATION:



It is the intent of this solicitation and resulting contract to allow for cooperative procurement. Accordingly, any public body, public or private health or educational institutions, or Virginia Tech's affiliated corporations and/or partnerships may access any resulting contract if authorized by the contractor.

Participation in this cooperative procurement is strictly voluntary. If authorized by the Contractor, the resultant contract may be extended to the entities indicated above to purchase at contract prices in accordance with contract terms. The Contractor shall notify Virginia Tech in writing of any such entities accessing the contract, if requested. No modification of this contract or execution of a separate contract is required to participate. The Contractor will provide semi-annual usage reports for all entities accessing the Contract, as requested. Participating entities shall place their own orders directly with the Contractor and shall fully and independently administer their use of the contract to include contractual disputes, invoicing and payments without direct administration from Virginia Tech. Virginia Tech shall not be held liable for any costs or damages incurred by any other participating entity as a result of any authorization by the Contractor to extend the contract. It is understood and agreed that Virginia Tech is not responsible for the acts or omissions of any entity, and will not be considered in default of the contract no matter the circumstances.

Use of this contract does not preclude any participating entity from using other contracts or competitive processes as the need may be.

VI. STATEMENT OF NEEDS/SCOPE OF WORK:

A. Installation, Support and Warranty Requirements

Virginia Tech confirms that all networking infrastructure will be in place prior to delivery.

1) Installation

- a. Vendor must deliver, assemble, and install all equipment and furniture on-site.
- b. All packaging and debris must be removed and properly disposed of by the vendor.
- c. Installation must be coordinated with university staff to avoid disruption to facility operations.

2) Support & Warranty

- a. All items should include a manufacturer or vendor warranty; no minimum length is required but must be clearly described in the proposal.
- b. Remote technical support must be included for troubleshooting and assistance related to the gaming PCs and peripherals.

3) Equipment Deliverables

- a. Gaming Computers (36 Total)
 1. Each unit must meet or exceed the following specifications:
 - i. Processor: Intel Core Ultra 7
 - ii. Graphics Card: NVIDIA RTX 5070 (or equivalent or better)
 - iii. Memory: 32 GB RAM
 - iv. Storage: 1 TB SSD
 - v. Operating System: Windows 11 Pro
 - vi. Gold Rated Power Supply
 2. Gaming Peripherals (36 of each)
 - i. Monitors: 27" minimum, 1080p or higher resolution, 144Hz refresh rate or higher
 - ii. Keyboards: Mechanical or high-performance gaming keyboards
 - iii. Mice: Wired or wireless gaming mice with adjustable DPI
 - iv. Mouse Pads: Gaming-quality surface pads
 - v. Headsets: Over-ear gaming headsets with built-in microphones
 3. Gaming Consoles and Displays
 - i. 3x Xbox Series X
 - ii. 3x PlayStation 5
 - iii. 8x 50" or larger 4K UHD TVs
 - iv. 3x Console Gaming Hubs (furniture/supports for 2 console gaming stations)
 4. Furniture
 - i. 40x Esports Chairs (ergonomic, high-back gaming style)
 - ii. 36x Esports Desks (no more than 36" wide; cable management preferred)
 - iii. 1x Locker Bay (for player gear storage)
 - iv. 3x Soft Seating Couches
 - v. 12x Soft Seating Elements (similar in style to Blender Wave soft seating for console gaming stations)
 - vi. 6x Soft Seating Ottomans
 - vii. 1x Collaboration/Conference Room Table (max dimensions: 96" x 48")
 - viii. 1x 2 Person Shoutcaster Station (workstation for streaming/broadcast with monitor/mount space)

B. Game License Management. The selected vendor will be responsible for acquiring and managing digital game licenses for all applicable gaming stations (PC and console). This includes ensuring legal compliance, ease of access for users, and centralized management for administrative efficiency.

Requirements:

- 1) License Procurement: Vendor must assist in the purchase and installation of licenses for commonly played competitive and casual esports titles across PC, Xbox, and PlayStation platforms. Titles may include (but are not limited to):
 - a. Valorant
 - b. League of Legends
 - c. Rocket League
 - d. Overwatch 2
 - e. Fortnite
 - f. Apex Legends

- g. Call of Duty
- h. FIFA
- i. NBA 2K
- j. Super Smash Bros

- 2) **PC Game Platforms:** Vendor must support management through centralized platforms such as Steam, Epic Games Store, Riot Client, Battle.net, etc
- 3) **Console Games:** Games should be digitally licensed and installed on the Xbox Series X and PlayStation 5 consoles using shared or institutional accounts where allowed.
- 4) **Account and Access Management:**
 - a. Provide centralized or scalable solutions for managing user access (e.g., shared university-owned accounts, game library access across all stations).
 - b. Ensure licensing complies with publisher Terms of Service, including for public/multi-user environments.
- 5) **Maintenance & Updates:** Vendor must ensure all game licenses are installed, activated, and regularly updated as part of system setup.
- 6) **Documentation:** Vendor must provide a list of all games licensed and installed, license type (individual, bulk, or institutional), and associated account credentials or login instructions.
- 7) **Cost Transparency:** Vendors should include all anticipated license-related costs in their pricing proposal, including one-time purchase fees and any recurring subscriptions.

VII. PROPOSAL PREPARATION AND SUBMISSION:

A. Specific Requirements

Proposals should be as thorough and detailed as possible so that Virginia Tech may properly evaluate your capabilities to provide the required goods or services. Offerors are required to submit the following information/items as a complete proposal:

1. Describe your experience providing eSport related equipment.
2. Describe your experience providing license management services.
3. Provide a project schedule inclusive of lead times.
4. Provide a detailed cost proposal.
5. Participation of Small, Women-owned and Minority-owned Business (SWAM) Business:

If your business cannot be classified as SWaM, describe your plan for utilizing SWaM subcontractors if awarded a contract. Describe your ability to provide reporting on SWaM subcontracting spend when requested. If your firm or any business that you plan to subcontract with can be classified as SWaM, but has not been certified by the Virginia Department of Small Business and Supplier Diversity (SBSD), it is expected that the certification process will be initiated no later than the time of the award. If your firm is currently certified, you agree to maintain your certification for the life of the contract. For assistance with SWaM certification, visit the SBSD website at <http://www.sbsd.virginia.gov/>

6. The return of the Submission Instruction page and addenda, if any, signed and filled out as required.

B. General Requirements

1. RFP Response: In order to be considered for selection, Offerors shall submit a complete response to this RFP to include;

- a. **One (1) electronic document** in WORD format or searchable PDF of the entire proposal as one document, INCLUDING ALL ATTACHMENTS must be uploaded through the Virginia Tech online submission portal. Refer to page 2 for instructions.

Any proprietary information should be clearly marked in accordance with 2.d. below.

- b. Should the proposal contain **proprietary information**, provide **one (1) redacted electronic copy** of the proposal and attachments **with proprietary portions removed or blacked out**. This redacted copy should follow the same upload procedures as described on Page 1 of this RFP. This redacted copy should be clearly marked "*Redacted Copy*" within the name of the document. The classification of an entire proposal document, line item prices and/or total proposal prices as proprietary or trade secrets is not acceptable. Virginia Tech shall not be responsible for the Contractor's failure to exclude proprietary information from this redacted copy.

No other distribution of the proposals shall be made by the Offeror.

2. Proposal Preparation:

- a. Proposals shall be signed by an authorized representative of the Offeror. All information requested should be submitted. Failure to submit all information requested may result in Virginia Tech requiring prompt submission of missing information and/or giving a lowered evaluation of the proposal. Proposals which are substantially incomplete or lack key information may be rejected by Virginia Tech at its discretion. Mandatory requirements are those required by law or regulation or are such that they cannot be waived and are not subject to negotiation.
- b. Proposals should be prepared simply and economically providing a straightforward, concise description of capabilities to satisfy the requirements of the RFP. Emphasis should be on completeness and clarity of content.
- c. Proposals should be organized in the order in which the requirements are presented in the RFP. All pages of the proposal should be numbered. Each paragraph in the proposal should reference the paragraph number of the corresponding section of the RFP. It is also helpful to cite the paragraph number, subletter, and repeat the text of the requirement as it appears in the RFP. If a response covers more than one page, the paragraph number and subletter should be repeated at the top of the next page. The proposal should contain a table of contents which cross references the RFP requirements. Information which the offeror desires to present that does not fall within any of the requirements of the RFP should be inserted at an appropriate place or be attached at the end of the proposal and designated as additional material. Proposals that are not organized in this manner risk elimination from consideration if the evaluators are unable to find where the RFP requirements are specifically addressed.
- d. Ownership of all data, material and documentation originated and prepared for Virginia Tech pursuant to the RFP shall belong exclusively to Virginia Tech and be subject to

public inspection in accordance with the Virginia Freedom of Information Act. Trade secrets or proprietary information submitted by an Offeror shall not be subject to public disclosure under the Virginia Freedom of Information Act. However, to prevent disclosure the Offeror must invoke the protections of Section 2.2-4342F of the Code of Virginia, in writing, either before or at the time the data or other materials is submitted. The written request must specifically identify the data or other materials to be protected and state the reasons why protection is necessary. –The proprietary or trade secret material submitted must be identified by some distinct method such as highlighting or underlining and must indicate only the specific words, figures, or paragraphs that constitute trade secret or proprietary information. The classification of an entire proposal document, line item prices and/or total proposal prices as proprietary or trade secrets is not acceptable and may result in rejection of the proposal.

- 3. Oral Presentation: Offerors who submit a proposal in response to this RFP may be required to give an oral presentation of their proposal to Virginia Tech.—This will provide an opportunity for the Offeror to clarify or elaborate on the proposal but will in no way change the original proposal. Virginia Tech will schedule the time and location of these presentations. Oral presentations are an option of Virginia Tech and may not be conducted. Therefore, proposals should be complete.

VIII. SELECTION CRITERIA AND AWARD:

A. Selection Criteria

Proposals will be evaluated by Virginia Tech using the following:

<u>Criteria</u>	<u>Maximum Point Value</u>
1. Quality of products/services offered and suitability for the intended purposes	25
2. Qualifications and experiences of Offeror in providing the goods/services	25
3. Specific plans or methodology to be used to provide the Services	25
4. Cost (or Price)	15
5. Participation of Small, Women-Owned and Minority (SWAM) Business	10
Total	100

B. Award

Selection shall be made of two or more offerors deemed to be fully qualified and best suited among those submitting proposals on the basis of the evaluation factors included in the Request for Proposal, including price, if so stated in the Request for Proposal. Negotiations shall then be conducted with the offerors so selected. Price shall be considered, but need not be the sole determining factor. After negotiations have been conducted with each offeror so selected, Virginia Tech shall select the offeror which, in its opinion, has made the best proposal, and shall award the contract to that offeror. Virginia Tech may cancel this Request for Proposal or reject proposals at any time prior to an award. Should Virginia Tech determine in writing and in its

sole discretion that only one offeror has made the best proposal, a contract may be negotiated and awarded to that offeror. The award document will be a contract incorporating by reference all the requirements, terms and conditions of this solicitation and the Contractor's proposal as negotiated.

Virginia Tech reserves the right to award multiple contracts as a result of this solicitation.

IX. INVOICES:

Invoices for goods or services provided under any contract resulting from this solicitation shall be submitted by email to vtinvoices@vt.edu or by mail to:

Virginia Polytechnic Institute and State University (Virginia Tech)
Accounts Payable
North End Center, Suite 3300
300 Turner Street NW
Blacksburg, Virginia 24061

X. METHOD OF PAYMENT:

Virginia Tech will authorize payment to the contractor as negotiated in any resulting contract from the aforementioned Request for Proposal.

Payment can be expedited through the use of the Wells One AP Control Payment System. Virginia Tech strongly encourages participation in this program. For more information on this program please refer to Virginia Tech's Procurement website:

<http://www.procurement.vt.edu/vendor/wellsone.html>

or contact the procurement officer identified in the RFP.

XI. ADDENDUM:

Any **ADDENDUM** issued for this solicitation may be accessed at <https://bids.scquest.com/apps/Router/PublicEvent?CustomerOrg=VATech>. Since a paper copy of the addendum will not be mailed to you, we encourage you to check the web site regularly.

XII. COMMUNICATIONS:

Communications regarding this solicitation shall be formal from the date of issue, until either a Contractor has been selected or the Procurement Department rejects all proposals. Formal communications will be directed to the procurement officer listed on this solicitation. Informal communications, including but not limited to request for information, comments or speculations regarding this solicitation to any University employee other than a Procurement Department representative may result in the offending Offeror's proposal being rejected.

XIII. CONTROLLING VERSION OF SOLICITATION:

The posted version of the solicitation and any addenda issued by Virginia Tech Procurement Services is the mandatory controlling version of the document. Any modification of/or additions to the solicitation by the Offeror shall not modify the official version of the solicitation issued by Virginia Tech Procurement Services. Such modifications or additions to the solicitation by the Offeror may be cause for rejection of the proposal; however, Virginia Tech reserves the right to decide, on a case by case basis, in its sole discretion, whether to reject such a proposal.

XIV. TERMS AND CONDITIONS:

This solicitation and any resulting contract/purchase order shall be governed by the attached terms and conditions, see Attachment A.

XV. CONTRACT ADMINISTRATION:

- A. Kyle LeDuc, Associate Director of Operations, Recreational Sports, at Virginia Tech or their designee, shall be identified as the Contract Administrator and shall use all powers under the contract to enforce its faithful performance.
- B. The Contract Administrator, or their designee, shall determine the amount, quantity, acceptability, fitness of all aspects of the services and shall decide all other questions in connection with the services. The Contract Administrator, or their designee, shall not have authority to approve changes in the services which alter the concept or which call for an extension of time for this contract. Any modifications made must be authorized by the Virginia Tech Procurement Department through a written amendment to the contract.

XVI. ATTACHMENTS:

Attachment A - Terms and Conditions

Attachment B - Renovations for the War Memorial Hall eSports (95% Drawings) - Dated August 14th, 2024

ATTACHMENT A

TERMS AND CONDITIONS

RFP GENERAL TERMS AND CONDITIONS

See:

https://www.procurement.vt.edu/content/dam/procurement_vt_edu/docs/terms/GTC_RFP_02182022.pdf

ADDITIONAL TERMS AND CONDITIONS

1. **ADDITIONAL GOODS AND SERVICES:** The University may acquire other goods or services that the supplier provides other than those specifically solicited. The University reserves the right, subject to mutual agreement, for the Contractor to provide additional goods and/or services under the same pricing, terms and conditions and to make modifications or enhancements to the existing goods and services. Such additional goods and services may include other products, components, accessories, subsystems, or related services newly introduced during the term of the Agreement.
2. **AUDIT:** The Contractor hereby agrees to retain all books, records, and other documents relative to this contract for five (5) years after final payment, or until audited by the Commonwealth of Virginia, whichever is sooner. Virginia Tech, its authorized agents, and/or the State auditors shall have full access and the right to examine any of said materials during said period.
3. **AVAILABILITY OF FUNDS:** It is understood and agreed between the parties herein that Virginia Tech shall be bound hereunder only to the extent of the funds available or which may hereafter become available for the purpose of this agreement.
4. **CANCELLATION OF CONTRACT:** Virginia Tech reserves the right to cancel and terminate any resulting contract, in part or in whole, without penalty, upon 60 days written notice to the Contractor. In the event the initial contract period is for more than 12 months, the resulting contract may be terminated by either party, without penalty, after the initial 12 months of the contract period upon 60 days written notice to the other party. Any contract cancellation notice shall not relieve the Contractor of the obligation to deliver and/or perform on all outstanding orders issued prior to the effective date of cancellation.
5. **CONTRACT DOCUMENTS:** The contract entered into by the parties shall consist of the Request for Proposal including all modifications thereof, the proposal submitted by the Contractor, the written results of negotiations, the Commonwealth Standard Contract Form, all of which shall be referred to collectively as the Contract Documents.
6. **IDENTIFICATION OF PROPOSAL:** Virginia Tech will only be accepting electronic submission of proposals. All submissions must be submitted to the Virginia Tech online submission portal. Upon completion you will be directed to your Submission Receipt. Virginia Tech will not confirm receipt of proposals. It is the responsibility of the offeror to make sure their proposal is delivered on time. **Attachments must be smaller than 50MB in order to be received by the University.** Proposals may **NOT** be hand delivered to the Procurement Office.
7. **NOTICES:** Any notices to be given by either party to the other pursuant to any contract resulting from this solicitation shall be in writing via email.
8. **SEVERAL LIABILITY:** Virginia Tech will be severally liable to the extent of its purchases made against any contract resulting from this solicitation. Applicable entities described herein will be severally liable to the extent of their purchases made against any contract resulting from this solicitation.

the Commonwealth or Public bodies of the Commonwealth as defined in Section 2.2-4301 of the Virginia Public Procurement Act.

- 14. ELECTRICAL INSTALLATION:** All equipment/material shall conform to the latest issue of all applicable standards as established by National Electrical Manufacturer's Association (NEMA), American National Standards Institute (ANSI), and Underwriters' Laboratories, Incorporated (UL) or other Nationally Recognized Testing Laboratories (NRTL) currently listed with the US Department of Labor. All equipment and material, for which there are NEMA, ANSI, UL or other NRTL standards and listings, shall bear the appropriate label of approval for use intended.
- 15. EXTRA CHARGES NOT ALLOWED:** The Proposal/Bid price shall be for complete installation ready for Virginia Tech use, and shall include all applicable freight and installation charges; extra charges will not be allowed.
- 16. INSTALLATION:** All items must be assembled and set in place, ready for use. All crating and other debris must be removed from the premises.
- 17. FINAL INSPECTION:** At the conclusion of the work, the contractor shall demonstrate to the authorized owner's representatives that the work is fully operational and in compliance with contract specifications and codes. Any deficiencies shall be promptly and permanently corrected by the contractor at the contractor's sole expense prior to final acceptance of the work.
- 18. INSPECTION OF JOB SITE:** My signature on this solicitation constitutes certification that I have inspected the job site and am aware of the conditions under which the work must be accomplished. Claims, as a result of failure to inspect the job site, will not be considered by Virginia Tech.
- 19. INSURANCE:**

By signing and submitting a Proposal/Bid under this solicitation, the offeror/bidder certifies that if awarded the contract, it will have the following insurance coverages at the time the work commences. Additionally, it will maintain these during the entire term of the contract and that all insurance coverages will be provided by insurance companies authorized to sell insurance in Virginia by the Virginia State Corporation Commission.

During the period of the contract, Virginia Tech reserves the right to require the contractor to furnish certificates of insurance for the coverage required.

INSURANCE COVERAGES AND LIMITS REQUIRED:

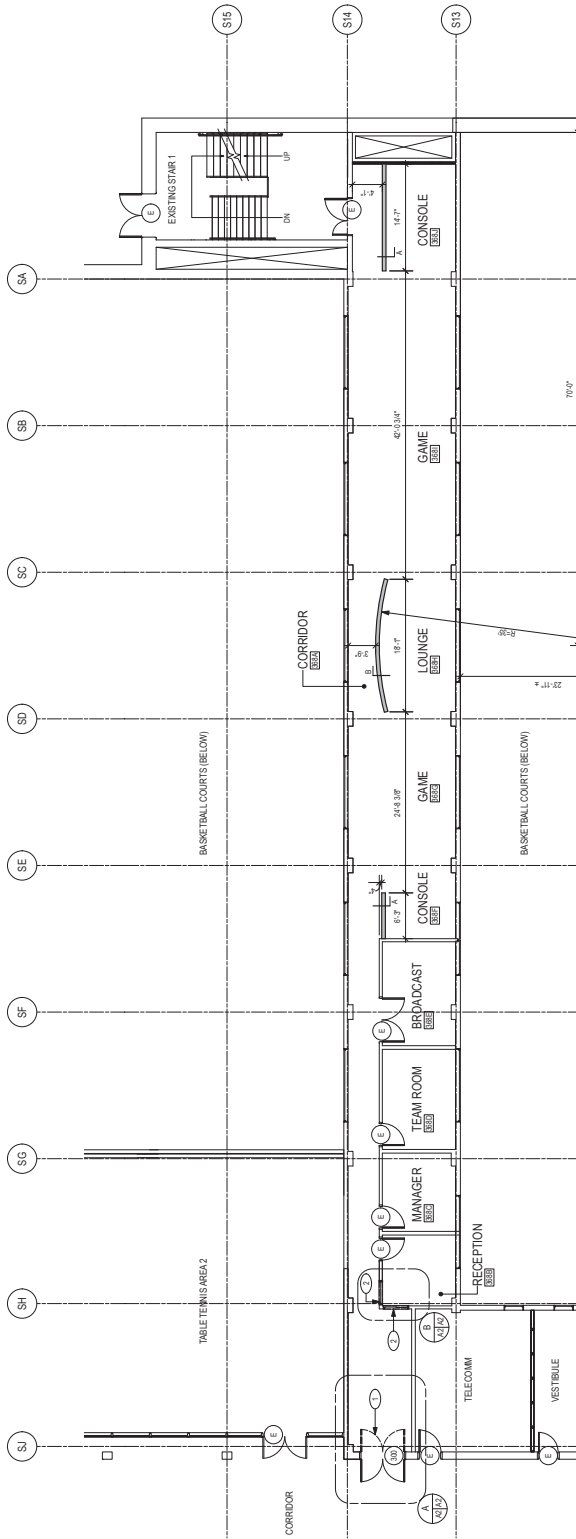
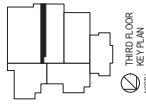
- A. Worker's Compensation - Statutory requirements and benefits.
- B. Employers Liability - \$100,000.00
- C. General Liability - \$2,000,000.00 combined single limit. Virginia Tech and the Commonwealth of Virginia shall be named as an additional insured with respect to goods/services being procured. This coverage is to include Premises/Operations Liability, Products and Completed Operations Coverage, Independent Contractor's Liability, Owner's and Contractor's Protective Liability and Personal Injury Liability.
- D. Automobile Liability - \$500,000.00
- E. Builders Risk – For all renovation and new construction projects under \$100,000 Virginia Tech will provide All Risk – Builders Risk Insurance. For all renovation contracts, and new construction from \$100,000 up to \$500,000 the contractor will be required to provide All Risk – Builders Risk Insurance in the amount of the contract and name Virginia Tech as additional insured. All insurance verifications of insurance will be through a valid insurance certificate.
- F. The contractor agrees to be responsible for, indemnify, defend and hold harmless Virginia Tech, its officers, agents and employees from the payment of all sums of money by reason of any claim against them arising out of any and all occurrences resulting in bodily or mental injury or property damage that may happen to occur in connection with and during the performance of the contract,

including but not limited to claims under the Worker's Compensation Act. The contractor agrees that it will, at all times, after the completion of the work, be responsible for, indemnify, defend and hold harmless Virginia Tech, its officers, agents and employees from all liabilities resulting from bodily or mental injury or property damage directly or indirectly arising out of the performance or nonperformance of the contract.

20. **PROPOSAL ACCEPTANCE PERIOD:** Any Proposal received in response to this solicitation shall be valid for (120) days. At the end of the (120) days the Proposal may be withdrawn at the written request of the offeror. If the Proposal is not withdrawn at that time it remains in effect until an award is made or the solicitation is cancelled.
21. **SAFETY:** The contractor bears sole responsibility for the safety of its employees. The contractor shall take all steps necessary to establish, administer, and enforce safety rules that meet the regulatory requirements of the Virginia Department of Labor and Industry (VDLI) and the Occupational Safety and Health Administration (OSHA). The contractor shall take steps as necessary to protect the safety and health of university employees, students, and visitors during the performance of their work. In addition, the contractor must also provide the university with a written safety program that it intends to follow in pursuing work under this contract. By entering into a contract with Virginia Tech, the contractor and its subcontractors agree to abide by the requirements described in Safety Requirements for Contractors and Subcontractors located on Virginia Tech's Environmental, Health and Safety Services (EHSS) web site at this URL <https://ehs.vt.edu/programs/occupational-safety/contractor-safety.html>. A copy of the publication may also be obtained by contacting EHS at 540/231- 5985. No work under this contract will be permitted until the university is assured that the contractor has an adequate safety program in effect.
22. **SIDEWALK POLICY:** Driving on sidewalks is allowed when there is no other way to get a needed vehicle to a designated place or building on campus. The vehicle operator shall be made aware that extreme caution shall be used to operate the vehicle in a way that will not be a hazard or hindrance to pedestrians using the walk. The contractor shall be responsible for any damage to turf and anything that is located adjacent to the walk. Parking an unattended vehicle on a sidewalk is strictly prohibited by State Law. The contractor is allowed to park a vehicle on a sidewalk if there is no other way to perform necessary work. The procedure to obtain a permit to operate a vehicle on sidewalks is the same as for the turf as outlined in Turf Policy. Any vehicle parked illegally on sidewalks shall be subject to ticketing, fines and towing if necessary.
23. **SUBCONTRACTS:** No portion of the work shall be subcontracted without prior written consent of Virginia Tech. In the event that the contractor desires to subcontract some part of the work specified herein, the contractor shall furnish Virginia Tech the names, qualifications and experience of their proposed subcontractors. The contractor shall, however, remain fully liable and responsible for the work to be done by his subcontractor(s) and shall assure compliance with all requirements of the contract.
24. **TURF POLICY:** Parking or driving on campus turf or sidewalk is strictly prohibited, except as specifically directed or otherwise allowed by the Physical Plant Grounds Department. In this case, a turf permit must be obtained from Virginia Tech Parking Services and displayed by the vehicle. Turf parking is not allowed under the canopy of any tree on campus. Any vehicle parked illegally on turf or sidewalks shall be subject to ticketing and fines.
25. **WARRANTY (COMMERCIAL):** The contractor agrees that the supplies or services furnished under any award resulting from this solicitation shall be covered by the most favorable commercial warranties the contractor gives any customer for such supplies or services and that the rights and remedies provided therein are in addition to and do not limit those available to Virginia Tech by any other clause of this solicitation. A copy of this warranty must be furnished with the Proposal/Bid.

- 26. WORK SITE DAMAGES:** Any damage to existing utilities, equipment or finished surfaces resulting from the performance of this contract shall be repaired to the Owner's satisfaction at the contractor's expense.
- 27. TARIFFS:** In instances where Contractor is being impacted by any unforeseen direct or indirect new or modified taxes, duties, tariffs or equivalent measures imposed by any U.S. or foreign government authority that are applicable to the Contractor's offerings, including any materials, equipment, hardware, software or service components contained therein, the Contractor shall produce sufficient evidence demonstrating: (i) the unit price paid by contractor as of the date of contract award or date of Purchase Order issuance (whichever comes earlier) for the good or raw material used to furnish the goods to the University under this Agreement, (ii) the applicability of the tariff to the specific good or raw material being impacted, and (iii) contractor's payment of the increased import duty or tariff (either directly or through an increase to the cost paid for the good or raw material). The evidence submitted shall be sufficient in detail and content to allow the University to verify that the tariff is the cause of the price change. The Contractor shall make every effort possible to notify the University before any such taxes, duties, tariffs, or equivalent measures impact the goods or services being provided. If the impact of any such increase is material in nature, the University at its sole discretion may cancel the order with no penalties or cancelation fees.

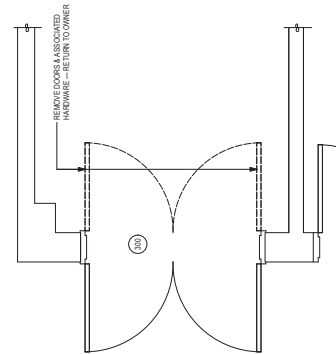




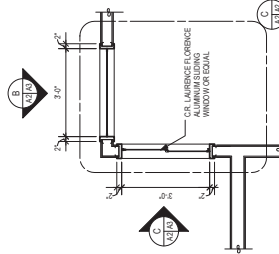
THIRD FLOOR PLAN
SCALE: 1/8" = 1'-0"

DEMOLITION PLAN NOTES

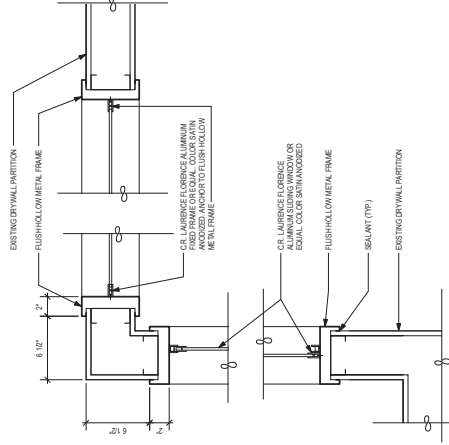
- (1) REMOVE DOOR, HARDWARE, AND FRAME. RETURN TO OWNER
- (2) REMOVE SECTION OF WALL FOR NEW WINDOW



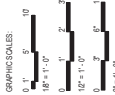
A PLAN DETAIL
SCALE: 1/8" = 1'-0"



B PLAN DETAIL
SCALE: 1/8" = 1'-0"



C WINDOW DETAILS
SCALE: 1/8" = 1'-0"

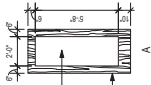


FINISH SCHEDULE

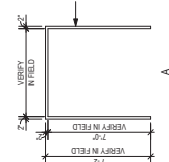
FLOOR		WALLS		CEILING		COMMENTS	NO.
NO.	ROOM NAME	MATERIAL	BASE	MATERIAL	FINISH		
30A	CORRIDOR	EXISTING	EXISTING & GMB	EXISTING	PAINT	VARIES	30A
30B	RECEPTION	EXISTING	EXISTING	EXISTING	PRE-FINISHED	7'-10"	30B
30C	MANAGER	EXISTING	EXISTING	EXISTING	PRE-FINISHED	7'-10"	30C
30D	TOURNAMENT	EXISTING	EXISTING	EXISTING	PRE-FINISHED	7'-10"	30D
30E	BROADCAST	EXISTING	EXISTING	EXISTING	PRE-FINISHED	7'-10"	30E
30F	CONSOLE	EXISTING	EXISTING & GMB	EXISTING	PAINT	VARIES	30F
30G	LOUNGE	EXISTING	EXISTING & GMB	EXISTING	PRE-FINISHED	7'-10"	30G
30H	GAME	EXISTING	EXISTING & GMB	EXISTING	PAINT	VARIES	30H
30I	CONSOLE	EXISTING	EXISTING & GMB	EXISTING	PAINT	VARIES	30I

DOOR SCHEDULE

DOOR		FRAME		HEAD/JAMB DETAIL		COMMENTS	NO.
NO.	WIDTH	HEIGHT	THICKNESS	MATERIAL	CORE	TYPE	
E	EXISTING	EXISTING	EXISTING	EXISTING	EXISTING	EXISTING	E
300	03'-07"	7'-0"	1 1/4"	WD	SOLID	A	300



DOOR TYPES

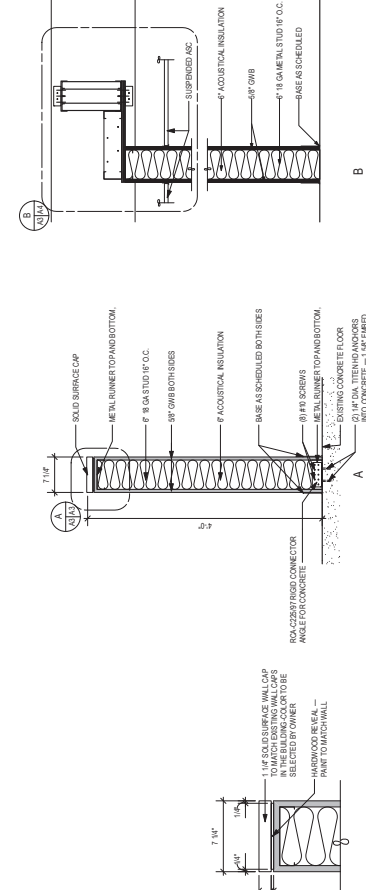
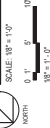


FRAME TYPE

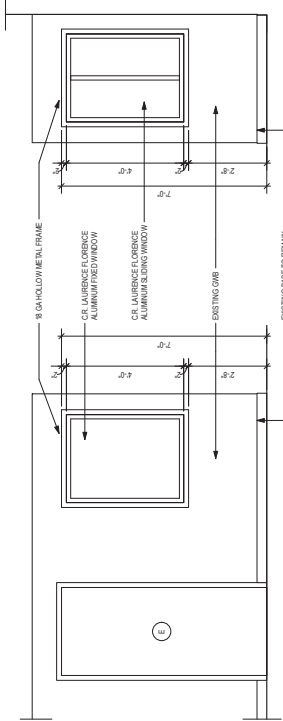
INTERIOR FINISH KEY

TAG	MANUFACTURER	DESCRIPTION	VT COLOR PALETTE
PT-1	SHERWIN WILLIAMS	WALL	LAND GRAY
PT-2	SHERWIN WILLIAMS	WALL	WINDLINE WHITE
PT-3	SHERWIN WILLIAMS	WALL	HONEY STONE
PT-4	SHERWIN WILLIAMS	WALL	BURNT ORANGE
PT-5	SHERWIN WILLIAMS	WALL	CHICAGO MAROON
ASC-1	USG	CEILING	—
UP-1	—	EXISTING	—
UP-2	—	EXISTING	—
UP-3	—	EXISTING	—
UP-4	—	EXISTING	—
UP-5	—	EXISTING	—
UP-6	—	EXISTING	—
UP-7	—	EXISTING	—
UP-8	—	EXISTING	—
UP-9	—	EXISTING	—
UP-10	—	EXISTING	—
UP-11	—	EXISTING	—
UP-12	—	EXISTING	—
UP-13	—	EXISTING	—
UP-14	—	EXISTING	—
UP-15	—	EXISTING	—
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UP-96	—	EXISTING	—
UP-97	—	EXISTING	—
UP-98	—	EXISTING	—
UP-99	—	EXISTING	—
UP-100	—	EXISTING	—

THIRD FLOOR FINISHES PLAN

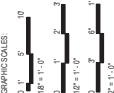
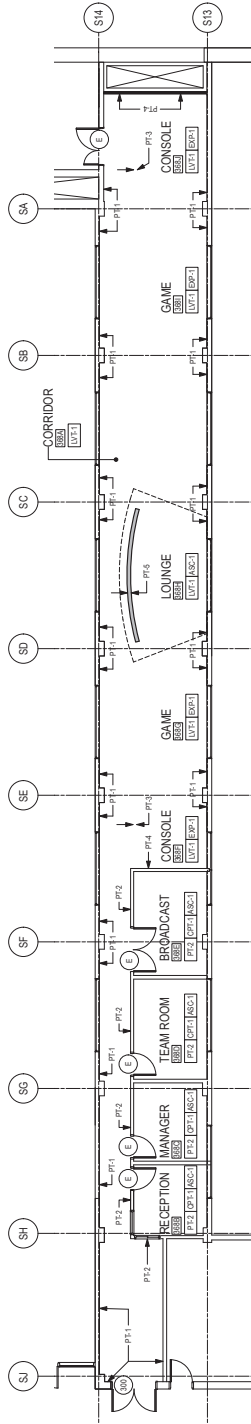


WALL TYPES

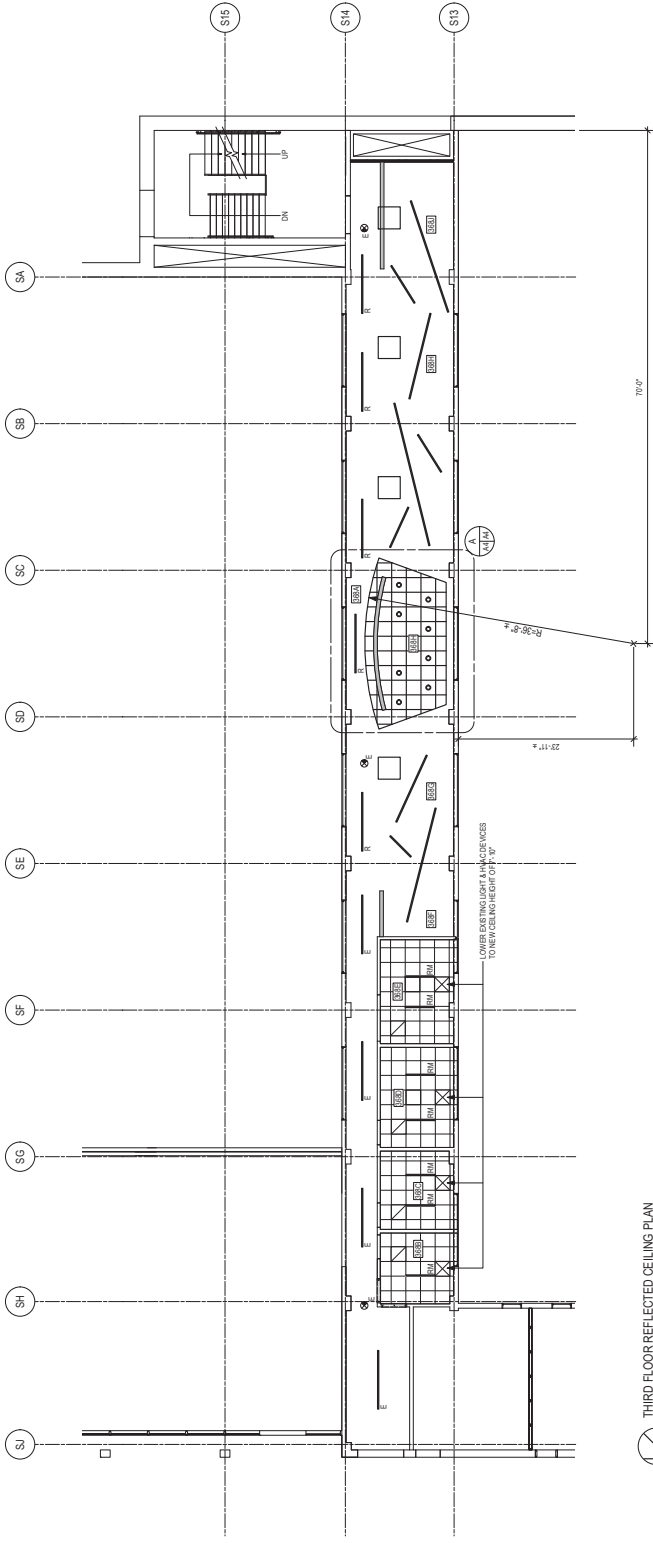
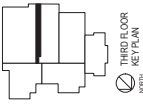


INTERIOR ELEVATION

INTERIOR ELEVATION

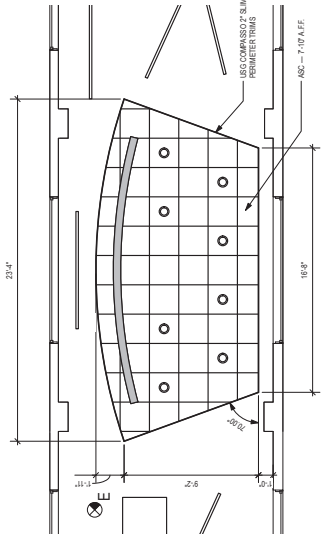


SCHEDULES
DETAILS & THIRD
FLOOR FINISHES
PLAN

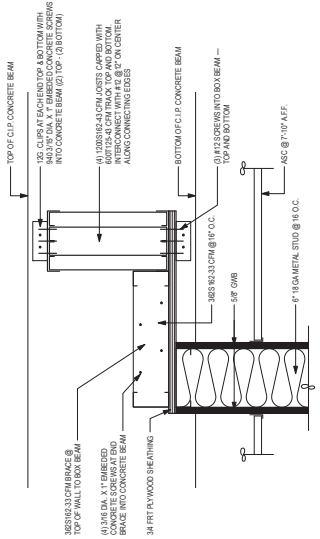


THIRD FLOOR REFLECTED CEILING PLAN
SCALE: 1/8" = 1'-0"

- REFLECTED CEILING PLAN LEGEND**
- 2' x 2' ACOUSTIC SUSPENDED CEILING GRID
 - EXISTING 2' x 4' LED PENDANT TO BE MODIFIED TO LAY IN NEW CEILING GRID
 - EXISTING SUSPENDED 2' x 8' LED FIXTURE
 - RELOCATED SUSPENDED 2' x 8' LED FIXTURE
 - 2' SUSPENDED LIGHT FIXTURE
 - EXISTING EXIT LIGHT
 - RECESSED LED CAN LIGHT
 - SUPPLY GRILL
 - RETURN GRILL
 - CEILING CASSETTE



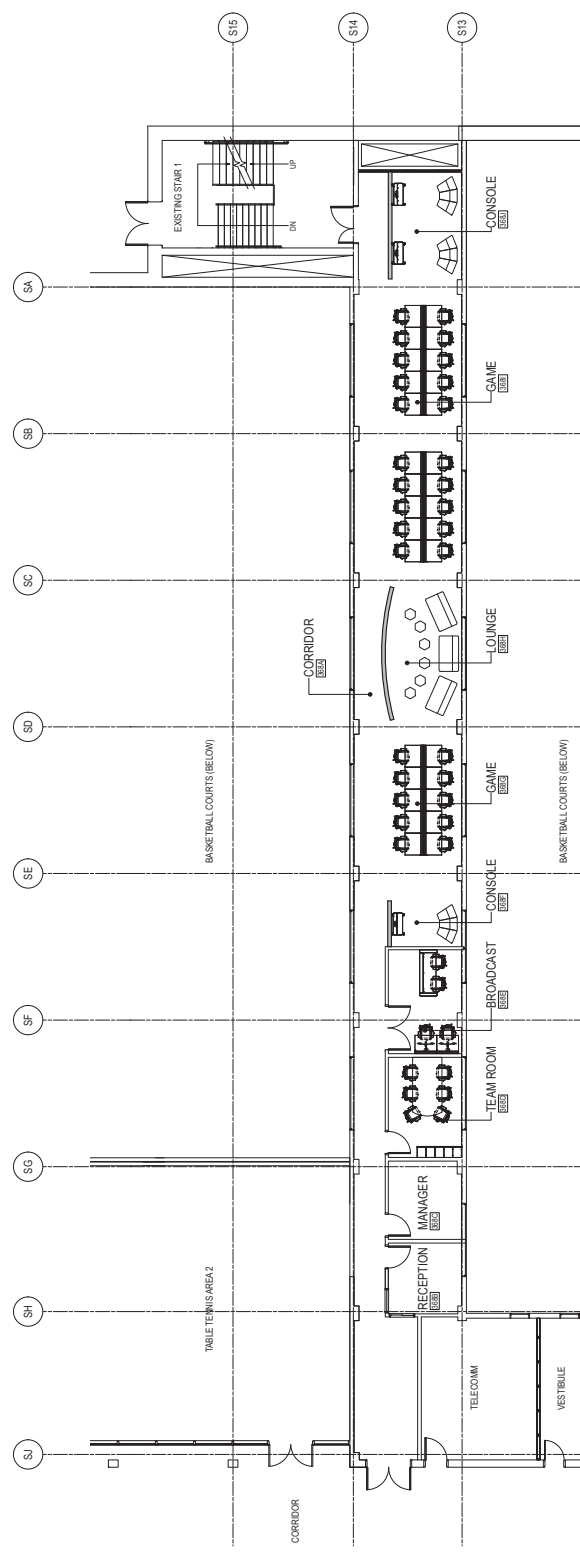
A LOUNGE CEILING DETAIL
SCALE: 1/4" = 1'-0"



B LOUNGE CURVED WALL DETAIL
SCALE: 2" = 1'-0"

GRAPHIC SCALES:
0' 1" 2" 3" 4" 5" 6" 7" 8" 9" 10'
1" = 1'-0"
0' 1" 2" 3" 4" 5" 6" 7" 8" 9" 10'
1" = 1'-0"
0' 1" 2" 3" 4" 5" 6" 7" 8" 9" 10'
1" = 1'-0"

THIRD FLOOR
REFLECTED
CEILING PLAN &
DETAILS



THIRD FLOOR FURNISHINGS PLAN



EQUIPMENT LIST (NIC)	
TEAM ROOM 368E	BROADCAST ROOM 368D
(1) 30" W X 60" OPTO TABLE W/ 80" W X 50" D	(1) CONSOLE GAMING HUBS
(6) GAMING CHAIRS	(2) DUAL MONITOR ARMS
(1) 30" SPORTS LOUGERS	(1) 30" SPORTS SHOT/CARTER TABLE
(9) TONKOS FOR SPORTS LOOKERS	(4) GAMING CHAIRS
	CONSOLE 368F
	(1) CONSOLE GAMING HUBS
	(3) SOFT SEATING CHAIRS (FABRIC)
	(3) GAMING CHAIRS
	GAME 368G
	(10) 30" W X 30" D SPORTS GAMING DESKS
	(10) GAMING CHAIRS
	LOUNGE 368H
	(1) MOTIV ARMLESS SOFAS
	(6) HEADON SOFT SEATING CHAIRS (FABRIC)
	(2) GAMING CHAIRS
	GAME 368I
	(2) 30" W X 30" D SPORTS DESKS
	(2) CONSOLE GAMING HUBS
	(6) SOFT SEATING CHAIRS (FABRIC)
	CONSOLE 368J
	(2) CONSOLE GAMING HUBS
	(6) SOFT SEATING CHAIRS (FABRIC)

GRAPHIC SCALE:
0 1' 5' 10'
1/8" = 1' - 0"

SECTION 024119 - SELECTIVE STRUCTURE DEMOLITION

- | | | |
|----|--|--|
| 11 | DESCRIPTION OF WORK
REMOVAL INCLUDES THE COMPLETE REMOVAL OF ITEMS OF EXISTING WORK IN ACCORDANCE WITH THE DRAWINGS AND THE PROTECTION OF EXISTING WORK TO REMAIN. REMOVAL SHALL BE ACCORDING TO THE SPECIFICATIONS AND REQUIREMENTS OF THE PROJECT. THE REMOVAL OF WORK CALLED FOR IN THE DRAWINGS AND SPECIFICATIONS, REMOVAL AND DISPOSAL OF DERIVED MATERIALS SHALL BE INCLUDED IN THIS WORK. | |
| 12 | CONDITION OF THE BUILDING
CONDITION OF BUILDING: CONDITIONS EXISTING AT THE TIME OF INSPECTION FOR BIDDING PURPOSES WILL BE MAINTAINED BY THE OWNER IN ORDER TO PERMIT THE CONTRACTOR TO COMPLETE THE WORK. THE CONTRACTOR SHALL BE RESPONSIBLE FOR THE PROTECTION, REMOVAL AND DISPOSAL OF OPERATIONS PRIOR TO THE START OF THE REMOVAL WORK.
PARTIAL REMOVAL: ITEMS OF SCHEDULED VALUE TO THE CONTRACTOR MAY BE REMOVED FROM THE STRUCTURE AS THE WORK PROGRESSES. SCHEDULED ITEMS MAY BE TRANSPORTED FROM THE SITE AND STORED IN AN AREA WHERE THEY HAVE BEEN REMOVED. ITEMS THAT WILL NOT BE USED WILL BE DESTROYED. | |
| 13 | TRAFFIC: CONDUCT REMOVAL OPERATIONS AND THE REMOVAL OF ITEMS TO DISBURSE MINIMUM INTERFERENCE WITH TRAFFIC, STREETS, WALKS AND OTHER ADJACENT OPERATING FACILITIES. | |
| 14 | PROTECTIONS
THE CONTRACTOR SHALL BE RESPONSIBLE FOR THE PROTECTION OF THE FOLLOWING:
1. OTHER PERSONNEL AND GENERAL PUBLIC FROM ANY DUE TO SELECTIVE REMOVAL WORK.
2. DAMAGE TO PERSONNEL AND PERSONS AROUND THE AREA OF REMOVAL. CONDUCT OPERATIONS TO PREVENT INJURY TO ADJACENT BUILDINGS, STRUCTURES, OTHER EXISTING UTILITIES, AND EXISTING ADJACENT UTILITIES.
3. CONSTRUCT TEMPORARY INSULATED TALL PARTITIONS WHERE THEY ARE REQUIRED TO SEPARATE AREAS WHERE MORE OF EXTENSIVE OR DIRT AND DUST OPERATION ARE REQUIRED TO BE CONDUCTED.
4. REMOVE PROTECTORS AT COMPLETION OF WORK.
DAMAGES: PROMPTLY REPAIR DAMAGE TO BUILDING AND ADJACENT FACILITIES OR PROPERTY BY THE CONTRACTOR AND REMAIN OPERATING AT ALL COSTS TO THE OWNER. ALL REPAIRS TO THE BUILDING SHALL BE APPROVED BY THE OWNER'S PROJECT MANAGER. THE CONTRACTOR SHALL BE RESPONSIBLE FOR THE REPAIR, FILLING, AND WETTED APPROVAL OF THE OWNER'S PROJECT MANAGER.
UTILITY SERVICES: MAINTAIN EXISTING UTILITIES IN ACCORDANCE WITH REPAIR, FILLING, AND WETTED APPROVAL OF THE OWNER'S PROJECT MANAGER. | |

SECTION 079200 - JOINT SEALANTS

11. LATEX JOINT SEALANTS
 - a. LATEX JOINT SEALANT SOWERY WITH ASTM C881, TYPE 0.5 GRADE NF
12. PRODUCTS
 - a. PERCO CORPORATION AC-208
 - b. CHEMEX INC. SONDOLAC
 - c. TRACON TRIMPLEX C881
13. ACQUISITION JOINT SEALERS
14. ACQUISITION JOINT SEALERS
 - a. ACQUISITION JOINT SEALER FOR SPYGLASS AND CONCRETE JOINTS, MANUFACTURED STANDARD NORSKA PAINTS, NORTON LATEX JOINT SEALANT COMPLYING WITH ASTM C881 THAT MEETS THE REQUIREMENTS OF THE SPECIFICATION FOR JOINT SEALANT FOR CONCRETE JOINTS AND CRACKS IN BUILDING CONSTRUCTION AS DEMONSTRATED BY TESTING RESINATIVE JOINTS IN BUILDING TO STATE 5.
15. PRODUCTS
 - a. PERCO CORPORATION AC-208 PER ACQUISITION JOINT SEALANT
 - b. CHEMEX INC. SONDOLAC
 - c. BOSTON CHEM CAL 600
16. SEALANT BACKFILLING WITH POLYURETHANE CURED JOINT (FOR JOINTS ON CONCRETE)
 - a. SEALANT BACKFILLING WITH POLYURETHANE CURED JOINT, WHICH IS COMPATIBLE WITH SEAL ANT PER COMPRESSIVE STRENGTH, WATER ABSORBENCY, STOCK WHICH IS COMPATIBLE WITH SEAL ANT PER COMPRESSIVE STRENGTH RECOMMENDATION POLYURETHANE BUTYL, NEOPRENE POLYURETHANE PVC.
17. BOND BREAKER TAPE POLYURETHANE OR OTHER PLASTIC TAPE WHICH WILL NOT BOND TO SEALANT OR SEALANT BACKFILLING WHERE OTHER PLASTIC TAPE WHICH WILL NOT BOND TO SEALANT IS USED TO PREPARE JOINTS
18. JOINT SURFACE PREPARATION
19. JOINT SURFACE PREPARATION

SECTION 054000 - LIGHT GAGE METAL FRAMING

- [illegible]

- [illegible]

SECTION 081416 - FLUSH WOOD DOORS

- [illegible]

INTERIOR SOLID-CORE DOORS

- [illegible]

SECTION 087100 - DOOR HARDWARE

1. PROVIDE COMPLETE DOOR HARDWARE IN COMPLIANCE WITH ADA ANSII 1 AND DIAL FINAL SPECIFICATIONS. ALL HARDWARE SHALL BE COORDINATED BY THE OWNER'S PROJECT MANAGER.
2. HANGING SCHEDULE TO BE COORDINATED BY THE CONTRACTOR WITH THE OWNER'S PROJECT MANAGER.
3. PROVIDE CYLINDERS THAT ARE COMPATIBLE WITH THE CURRENT MASTER KEYING SYSTEM.
4. INSTALLATION INCLUDES: DISTURBANCE TO DOORS, FRAME AND/OR WORK SPECIFIED TO BE A FACTORY PREPARED CHECK. SUB INWARRANTY OF OTHER WORK TO COMPREHENSIVE BOARD'S PROJECT LUMBER WITH RELEVANT MAXIMUM MOISTURE CONTENT.
5. SEE DOOR SCHEDULE AND DOOR HARDWARE SCHEDULE FOR LOCATIONS, MANUFACTURER, AND SPECIFICATIONS.

[illegible]

DESCRIPTION OF OPERATION:
DOORS NORMALLY IN CLOSED AND SECURED POSITIONS.
FREE EGRESS PERMITTED AT ALL TIMES.
AUTHORIZATION REQUIRED BY KEY OR CIPHER OR PRESENTING A VALID CREDENTIAL TO
MID-TECHNOLOGY READER. MONITORARY UNLOCKING EXT DEVICE LEVER TRIM AFTER A
PRE-DETERMINED PERIOD OF TIME. EXT DEVICE LEVER TRIM WILL RE-LOCK. SECURING DOOR OPENING
DOOR OPENING IS REMOTELY MONITORED.
EXT DEVICE SHALL BE INTERFACED WITH FACILITY'S FIRE ALARM SYSTEM. UPON LOSS OF POWER OR
ACTIVATION OF FACILITY'S FIRE ALARM SYSTEM, EXT DEVICE LEVER TRIM SHALL IMMEDIATELY UNLOCK.
ALLOWING ENTRY (FALLSAFE).

INSTALL MULTI-TECHNOLOGY READER IN AN AREA DESIGNATED BY ARCHITECT / OWNER.

SUPPLIER SHALL COORDINATE ELECTRICAL REQUIREMENTS WITH ELECTRICAL ENGINEERS, ALARM SYSTEMS ENGINEERS, AND ACCESS CONTROL SYSTEMS INTEGRATORS.

SECTION 088000 - GLAZING

- 1.1 GENERAL
- A PERFORM WORK IN ACCORDANCE WITH GLASS ASSOCIATION OF NORTH AMERICA GLAZING MANUAL AND FGMA SEALANT MANUAL FOR GLAZING INSTALLATION METHODS.

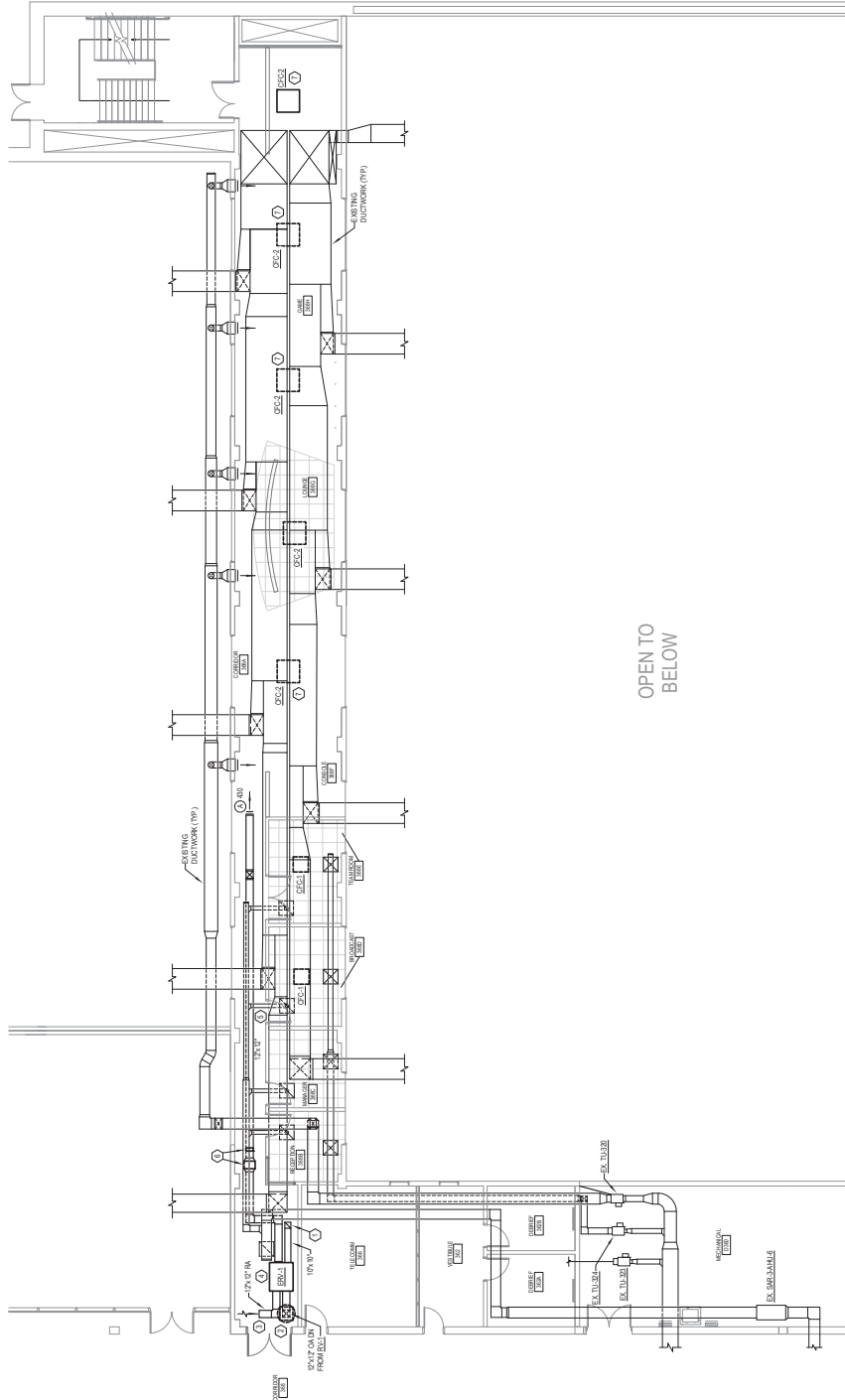
SECTION 092900 - GYPSUM BOARD

11. MATERIALS
 - A. AVAILABLE MANUFACTURERS: GEORGIA PACIFIC OYSAL, LLC, UNITED STATES OYSAL COMPANY
 - B. RESIN: NATURAL OYSAL BOARD
 - C. U.S.G. NATURAL OYSAL BOARD, 5/8" THICK, MAXIMUM PERMISSIBLE LENGTH ENDS SQUARE CUT, TAPERED ENDS, UNLESS NOTED OTHERWISE. COMPLY WITH ASTM C38.
 - D. VARNISH: SUPERLUX SYSTEM LTD. OYSAL SUSPENSION SYSTEM FOR FLAT CEILING OR EQUAL COMPLY WITH ASTM G416
12. APPLICATION
 - A. REGULAR OYSAL BOARD APPLICATION ALL OPTIONS NOT NOTED OTHERWISE.
13. ACCESSORIES
 - A. CORNER BEADS: GALVANIZED STEEL WITH METAL FLANGES
 - B. CONTROL JOINT: GALVANIZED STEEL, ONE PIECE FORMED WITH A SHARP SLOD WITH REMOVABLE STOP CORNER JOINTS
 - C. JOINT MATERIALS: GA 201 AND GA 216. SPOURING, JOINT COMPOUND, ADHESIVE, AND WATER. SINGLE COMPOUND TREATMENT SYSTEMS ARE RECOMMENDED BY DRYVALL MANUFACTURER.
 - D. FASTENERS: ASTM C102 TYPE S17 HARDENED STEELS, GA 216
 - E. ADHESIVE: ASTM C567, GA 216

[illegible]

SPECIFICATIONS

1. LEVEL 4 ALL LOCITS, INTERIOR ANGLES, FASTENER HEADS AND ACCESSORIES SHALL HAVE TYPE EMBEDED IN JOINT COMPOUND AND TWO SEPARATE COATS OF JOINT COMPOUND APPLIED OVER ALL LOCITS, ANGLES, FASTENER HEADS AND ACCESSORIES. THE SURFACE SHALL BE SMOOTH AND FREE OF TOOL MARKS AND RIDGES. COVER THE ENTIRE SURFACE WITH A WHITE PRIMER PRIOR TO THE APPLICATION OF THE FINAL DECORATIVE PAINT COATING.
2. PROTECT ADJACENT SURFACES FROM DRYWALL COMPOUND AND TEXTURE FINISHES AND PROMPTLY REMOVE FROM COIRS AND OTHER NON DRYWALL SURFACES. REPAIR SURFACES SAINED, MARRED, OR OTHERWISE DAMAGED DURING DRYWALL APPLICATION.
3. REMOVE AND REPLACE PANELS THAT ARE WET, MUSTY, DISCOLORED, AND MOULD DAMAGED.

[illegible]

⊘ PARTIAL THIRD FLOOR PLAN - NEW WORK - DUCTWORK
SCALE: 1/8" = 1'-0"
NORTH

Drawn	BCR
Checked	RDF
Date	08/14/24
Project No.	2305-8

PARTIAL THIRD
FLOOR NEW WORK
PLAN - DUCTWORK

L|P|A
LAWRENCE PERRY & ASSOCIATES
Consulting Engineers

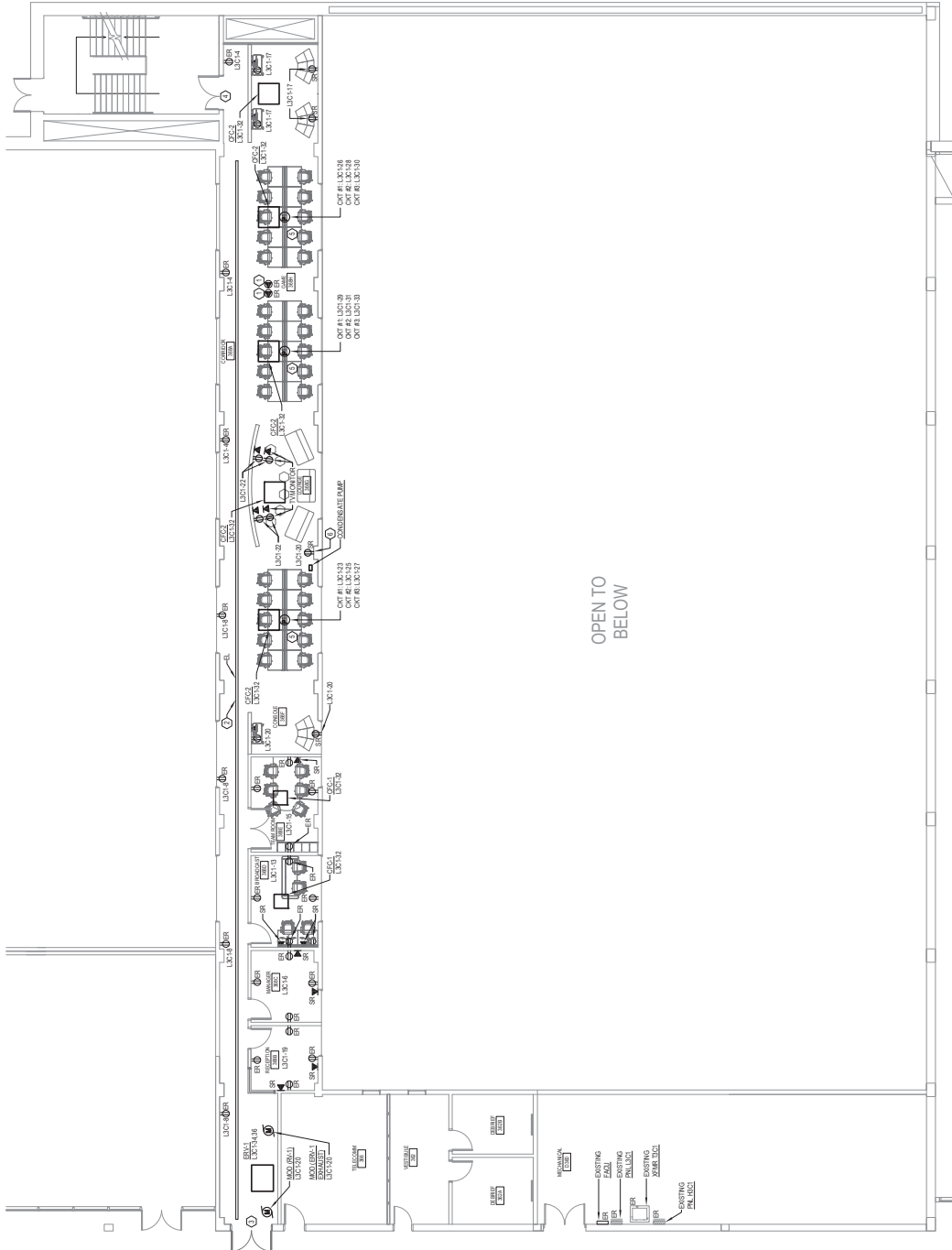
14 E. Stokes Avenue, Suite 101
Reno, Nevada 89501
Ph: (775) 344-4999
Fax: (775) 344-4410
E-mail: info@lpa.com

GRAPHIC SCALE:
0 1' 5' 10'
1:500 = 1" = 10'

- ALL NEW CFC-1 AND CFC-2 RAIN COL. UNITS ARE PROVIDED WITH INTEGRAL DISCONNECT SWITCHES. ALL NEW CFC-1 RAIN COL. UNITS ARE PROVIDED WITH CONDENSATE PUMPS WHICH SHALL BE POWERED FROM THE SAME CIRCUIT POWERING THE UNITS.
- NEW ENERGY RECOVERY UNIT-1 IS PROVIDED WITH A SINGLE-POINT ELECTRICAL CONNECTION AND A FACTORY MOUNTED DISCONNECT SWITCH.
- COORDINATE THE FINAL LOCATIONS AND MOUNTING HEIGHTS OF THE TV MONITOR ELECTRICAL ROUGH-INS WITH THE ARCHITECT.

PLAN NOTES:

- THIS DEVICE IS MOUNTED IN THE EXPOSED CEILING SPACE.
4 W X 2 H CABLE TRAY MOUNTED WITH THE BOTTOM OF THE TRAY AT 18" FROM THE DECK.
EXISTING ACCESS CONTROL REQUEST TO EXIST DEVICE SHALL BE DISCONNECTED.
EXISTING ACCESS CONTROL DEVICES INCLUDING CARD READER, DOOR CONTACT SWITCHES,
ELECTRONIC LOCKS AND REQUEST TO EXIT SHALL REMAIN AS CURRENTLY INSTALLED.
EACH PAIR OF POLE THRU RECEPTACLES SHALL BE POWERED FROM A DEDICATED CIRCUIT.
EXISTING CIRCUITS NOTED HERE.
MOUNT RECEPTACLE JOINT CANTON TO COMPENSATE PUMP. COORDINATE FINAL LOCATION WITH
MECHANICAL CONTRACTOR.



⊙ PARTIAL THIRD FLOOR NEW WORK PLAN - POWER AND TELECOM
SCALE 1/8" = 1'-0"



LAWRENCE PERRY & ASSOCIATES

14 E Solera Avenue SE, Suite 101
 Atlanta, Georgia 30317
 Tel: 404/525-3423
 Fax: 404/525-3410

GRAPHIC SCALE:
1" = 5' 0"

PARTIAL THIRD
FLOOR NEW WORK
PLAN - POWER AND
TELECOM

5E

RENOVATIONS FOR THE
WAR MEMORIAL HALL
SPORTS
BLACKSBURG, VIRGINIA



TKA
ARCHITECTS
300 Church Street, P.O. Box 4125
Portland, ME 04101-4125
Tel: (603) 582-1100
Fax: (603) 582-1101
www.tkaarchitects.com

300 Church Street P: (540) 951-4925
Blacksburg, VA F: (540) 951-4950
24070 E: info@hkonc.com

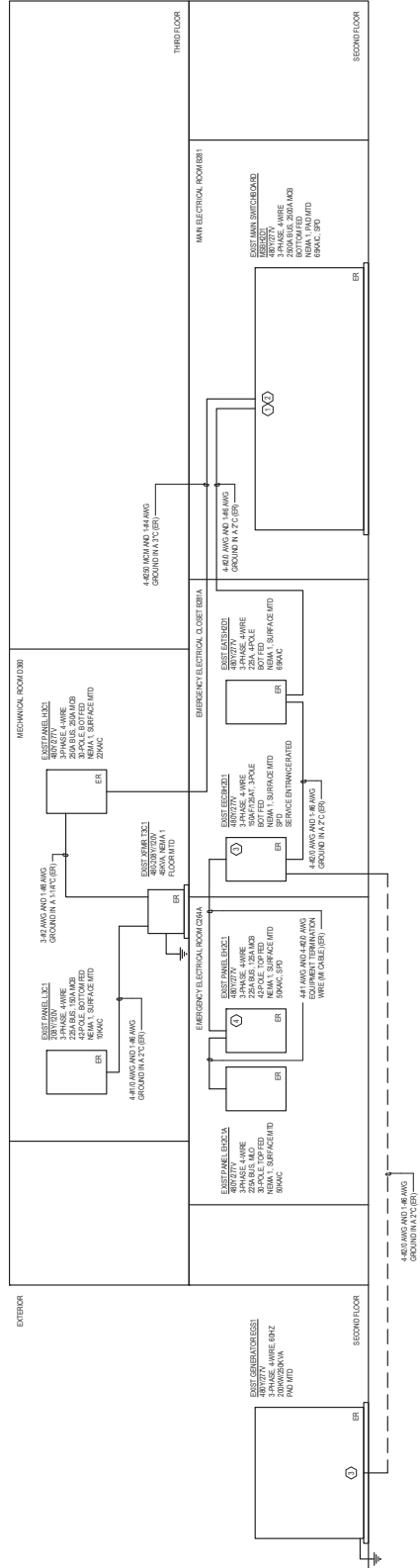
95% UBO
SUBMITTAL
NOT FOR
CONSTRUCTION

Provisions

Drawn	JDA:MDW
checked	WAM
date	08/14/24
Student No.	2905-A

PARTIAL THIRD
FLOOR NEW WORK
PLAN - POWER AND
TELECOM

KEY PLAN
NOSCALE



PARTIAL ELECTRICAL POWER RISER DIAGRAM
NO SCALE

RISER DIAGRAM NOTES:

- 1. ELECTRONIC TRIP FULLY ADJUSTABLE SHUNT/24K L.S.I. PANEL INCH FEEDER CIRCUIT BREAKER.
- 2. ELECTRONIC TRIP FULLY ADJUSTABLE SHUNT/24K L.S.I. CURRENT LIMITING TYPE PANEL INCH FEEDER CIRCUIT BREAKER.
- 3. ELECTRONIC TRIP FULLY ADJUSTABLE SHUNT/24K L.S.I. CIRCUIT BREAKER.
- 4. ELECTRONIC TRIP FULLY ADJUSTABLE SHUNT/24K L.S.I. MAIN CIRCUIT BREAKER.

EXISTING PANEL H3C1

	LOANS (KVA)	CONNECTED	DEMAND FACTOR	DEMAND
LOFTING	228	125	285	
RESEARCH	0	0	0	0
RECEIVING	0	0.5	0	0
SPACE HEATING	0	0.0	0	0
AIR CONDITIONING	0	1.0	0	0
WATERWORKS	0	0.0	0	0
LARGEST MOTOR	0	0.025	0	0
WATER HEATING	0	1.0	0	0
LOANS (KVA)				
KITCHEN EQUIPMENT	0	1.0	0	0
WATER HEATING	0	1.0	0	0
NONRESIDENTIAL	0	1.0	0	0
DEMAND	0	1.0	0	0
TOTAL CONNECTED LOAD	2.3	KVA	27	AMPS
MIN FEEDER PANEL CAPACITY	2.9	KVA	3.4	AMPS
OVERALL DEMAND FACTOR	1.26			

[illegible]

[illegible]

	LOAN \$/VA	CONNECTED FACTOR	DEMAND FACTOR	DEMAND
LIGHTING	0	0	0	0
BEC TO RWA	97	10	0	0
REC REMAINING	25.68	0.5	12.19	0
SPACE HEATING	-8	0.0	0	0
AIR CONDITIONING	186	10	186	0
ELECTRICAL PANELS	0	0	0	0
LARGEST MOTOR	4	0.25	1	0
WATER HEATING	0	1.0	0	0
MISCELLANEOUS EQUIPMENT	0	0	0	0
NON-CONTINUOUS	0	1.0	0	0
DEMAND	0	1.0	0	0
TOTAL CONNECTED LOAD	37.6			KVA
MIN FIBER PANEL CAPACITY	24.8			KVA
OVERALL DEMAND FACTOR	0.66			

REVISED PANEL H3C1																						
VOLTAGE 480Y/277V SIGNAL 3PH 4W SOUND RETINAL VES						MINN 30A/60A BURNING RIBS 25A GROUND BUS 25A						GENERAL SPD NO MOUNTING SURFACE INTERPRETING 2200 MAC										
OT	LONG SPREAD	BOR	PHASE	NEUT	QD	COND	DMD	L1	L2	L3	QCT	LOAD SPREAD	SPR	PHASE	NEUT	QD	COND	DMD	L1	L2	L3	
1											2											
2																						
3	MCH ROOM 10C1		AV0				50	5'		80S	4											
4																						
5	MCH ROOM 10C1		AV0				50	5'		80S	6											
6	SPACE		20A				0				0											
7	SPACE		20A				0				0											
8	SPACE		20A				0				12											
9																						
10	SPACE		20A				0				14											
11																						
12	SPACE		20A				0				16											
13																						
14	SPACE		20A				0				18											
15																						
16	SPACE		20A				0				20											
17																						
18	SPACE		20A				0				22											
19																						
20	SPACE		20A				0				24											
21																						
22	SPACE		20A				0				26											
23																						
24	SPACE		20A				0				28											
25																						
26	SPACE		20A				0				30											
27																						
28	SPACE		20A				0				30											
29																						
													PHASE LOAD TOTALS									
													3.00 3.00 8.00S									

[illegible]



**VIRGINIA POLYTECHNIC INSTITUTE AND STATE UNIVERSITY
PROCUREMENT DEPARTMENT**

ADDENDUM NO. 1

DATE: 6/11/2025
TO: All Offerors
FROM: Deirdre Curry, Contracting Officer
TOTAL PAGE(S): 1 page (not including attachments)
SOLICITATION TITLE: FF&E War Memorial Hall eSports Area
SOLICITATION NUMBER: 443882501

I. CLARIFICATIONS AND ADDITIONAL INFORMATION

NONE

II. REQUESTS FOR INFORMATION

1. For RFP #443882501, do we have to bid on all items in section VI – A and B or can we just bid on A(3)?

Virginia Tech Response: No, proposers are not required to bid on all items in Section VI of the RFP.

All other aspects of this solicitation remain the same.



VIRGINIA POLYTECHNIC INSTITUTE AND STATE UNIVERSITY
PROCUREMENT DEPARTMENT

ADDENDUM NO. 2

DATE: 6/13/2025
TO: All Offerors
FROM: Deirdre Curry, Contracting Officer
TOTAL PAGE(S): 2 pages (not including attachments)
SOLICITATION TITLE: FF&E War Memorial Hall eSports Area
SOLICITATION NUMBER: 443882501

I. CLARIFICATIONS AND ADDITIONAL INFORMATION

1. The new deadline for submitting proposals is **June 23, 2025 at 3:00 PM.**
2. **Equipment Deliverables:** Two updates have been made to the equipment deliverables listed in the RFP as follows:
 - a. **3.a.3. Gaming Consoles and Displays:** Add three (3) Nintendo Switch 2 consoles
 - b. **3.a.3.iv. Gaming Consoles and Displays:** Update **Console Gaming Hubs** to include furniture/supports for three (3) console gaming stations.
3. **RFP General Terms and Conditions:** It was brought to our attention that the URL for our RFP General Terms and Conditions listed within our solicitation was broken. Those RFP General Terms and Conditions have been attached hereto as "Exhibit A".

II. REQUESTS FOR INFORMATION

1. **Is there an implementation date?**

Virginia Tech Response: *Ideally the space would be available at the start of the Fall 2025 semester. If this is unachievable then our deadline would be before the end of the Fall 2025 semester.*

2. **Is there room for design edits for this space or is this it?**

Virginia Tech Response: *We are open to different layouts, but the power and data connections are in the floor in the space and cannot be moved.*

3. **What is IT's role in this? To make an accurate schedule it would be helpful to understand their role in this space.**

Virginia Tech Response: *VT NI&S/IT should not have any role in the RFP. All cabling and ports were done as a part of the construction project.*

4. **Do the games need to be pre-installed on the consoles, or can that be done on site?**

Virginia Tech Response: *This can be done on-site.*

- 5. Is there a dedicated contact person for management? This will be managed remotely but having an on-site contact person is helpful.**

Virginia Tech Response: *There will be a dedicated contact person.*

All other aspects of this solicitation remain the same.

Exhibit A

RFP General Terms and Conditions

RFP GENERAL TERMS AND CONDITIONS

1. **ANTI-DISCRIMINATION:** By submitting their proposals, offerors certify to the Commonwealth that they will conform to the provisions of the Federal Civil Rights Act of 1964, as amended, as well as the Virginia Fair Employment Contracting Act of 1975, as amended, where applicable, the Virginians With Disabilities Act, the Americans With Disabilities Act, and Section 2.2-4311 of the Virginia Public Procurement Act. If the award is made to a faith-based organization, the organization shall not discriminate against any recipient of goods, services, or disbursements made pursuant to the contract on the basis of the recipient's religion, religious belief, refusal to participate in a religious practice, or on the basis of race, age, color, gender, sex, sexual orientation, gender identity or national origin and shall be subject to the same rules as other organizations that contract with public bodies to account for the use of the funds provided; however, if the faith-based organization segregates public funds into separate accounts, only the accounts and programs funded with public funds shall be subject to audit by the public body. (*Code of Virginia*, § 2.2-4343.1 E). In every contract over \$10,000 the provisions in A and B below apply:
 - A. During the performance of this contract, the Contractor agrees as follows:
 - 1) The contractor will not discriminate against any employee or applicant for employment because of race, religion, color, sex, sexual orientation, gender identity, national origin, age, disability, or any other basis prohibited by state law relating to discrimination in employment, except where there is a bona fide occupational qualification reasonably necessary to the normal operation of the contractor. The contractor agrees to post in conspicuous places, available to employees and applicants for employment, notices setting forth the provisions of this nondiscrimination clause.
 - 2) The Contractor, in all solicitations or advertisements for employees placed by or on behalf of the Contractor, will state that such Contractor is an equal opportunity employer.
 - 3) Notices, advertisements and solicitations placed in accordance with federal law, rule or regulation shall be deemed sufficient for the purpose of meeting the requirements of this Section.
 - B. The Contractor will include the provisions of A. above in every subcontract or purchase order over \$10,000, so that the provisions will be binding upon each subcontractor or vendor.
2. **ANTITRUST:** By entering into a contract, the Contractor conveys, sells, assigns, and transfers to Virginia Tech and the Commonwealth of Virginia all rights, title and interest in and to all causes of the action it may now have or hereafter acquire under the antitrust laws of the United States and the Commonwealth of Virginia, relating to the particular goods or services purchased or acquired by Virginia Tech and the Commonwealth of Virginia under said contract.
3. **APPLICABLE LAWS AND COURTS:** This solicitation and any resulting contract shall be governed in all respects by the laws of the Commonwealth of Virginia and any litigation with respect thereto shall be brought in the courts of the Commonwealth. The Contractor shall comply with applicable federal, state and local laws and regulations.
4. **ASSIGNMENT OF CONTRACT:** A contract shall not be assignable by the Contractor in whole or in part without the written consent of Virginia Tech.
5. **CHANGES TO THE CONTRACT:** Changes can be made to the Contract in any one of the following ways:
 - A. The parties may agree in writing to modify the scope of the contract. An increase or decrease in the price of the contract resulting from such modification shall be agreed to by the parties as a part of their written agreement to modify the scope of the contract
 - B. Virginia Tech may order changes within the general scope of the contract at any time by written notice to the Contractor. Changes within the scope of the contract include, but are not limited to, things such as the method of packing or shipment and the place of delivery or installation. The Contractor shall comply with the notice upon receipt. The Contractor shall be compensated for any additional costs incurred as the result of such order and shall give Virginia Tech a credit for any savings. Said compensation shall be determined by one of the following methods:
 - 1) By mutual agreement between the parties in writing; or
 - 2) By agreeing upon a unit price or using a unit price set forth in the contract, if the work to be done can be expressed in units, and the Contractor accounts for the number of units of work performed, subject to Virginia Tech's right to audit the Contractor's records and/or to determine the correct number of units independently; or
 - 3) By ordering the Contractor to proceed with the work and to keep a record of all costs incurred and savings realized. A markup for overhead and profit may be allowed if provided by the contract. The same markup shall be used for determining a decrease in price as the result of savings realized. The Contractor shall present Virginia Tech with all vouchers and records of expenses incurred and savings realized. Virginia Tech shall have the right to audit the records of the Contractor as it deems necessary to determine costs or savings. Any claim for an adjustment in price under this provision must be asserted by written notice to Virginia Tech within thirty (30) days from the date of receipt of the written order from Virginia Tech. If the parties fail to agree on an amount of adjustment, the question of an increase or decrease in the contract price or time for performance shall be resolved in accordance with the procedures for resolving disputes provided by the Disputes Clause of this contract or, if there is none, in accordance with the disputes provisions of the Commonwealth of Virginia Purchasing Manual for Institutions of Higher Education and Their Vendors. Neither the existence of a claim or a dispute resolution process, litigation or any other provision of this contract shall excuse the Contractor from promptly complying with the changes ordered by Virginia Tech or with the performance of the contract generally.
6. **CLAIMS:** Contractual claims, whether for money or other relief, shall be submitted in writing to the Director of Procurement, Procurement Department, North End Center, Suite 2100, Virginia Tech, 300 Turner Street NW, Blacksburg, Virginia 24061, no later than sixty (60) days after final payment; however, written notice of the contractor's intention to file such claim shall have been given at the time of the occurrence or beginning of the work upon which the claim is based. Nothing herein shall preclude a contract from requiring submission of an invoice for final payment within a certain time after completion and acceptance of the work or acceptance

of the goods. Pending claims shall not delay payment of amounts agreed due in the final payment (*Code of Virginia*, Section 2.2-4363). A contractor may not institute legal action prior to receipt of the Director of Procurement decision on the claim, unless that office fails to render such decision within thirty (30) days. The decision of the Director of Procurement shall be final and conclusive unless the contractor, within six (6) months of the date of the final decision on the claim, institutes legal action as provided in the *Code of Virginia*, Section 2.2-4364.

7. **CLARIFICATION OF TERMS:** If any prospective offeror has questions about the specifications or other solicitation documents, the prospective offeror should contact the buyer whose name appears on the face of the solicitation no later than five working days before the due date. Any revisions to the solicitation will be made only by addendum issued by the buyer.
8. **COMMONWEALTH OF VIRGINIA PURCHASING MANUAL FOR INSTITUTIONS OF HIGHER EDUCATION AND THEIR VENDORS:** This solicitation is subject to the provisions of the Commonwealth of Virginia Purchasing Manual for Institutions of Higher Education and Their Vendors and any revisions thereto, which are hereby incorporated into this contract in their entirety. A copy of the manual is available for review in the Virginia Tech Procurement Department or by accessing URL <http://www.procurement.vt.edu> on the Web.
9. **CONFLICT OF INTEREST:** Virginia Tech is a public university, subject to the laws of the Commonwealth of Virginia. Among these is the State and Local Government Conflict of Interests Act (The Act). The Act can be accessed via <https://law.lis.virginia.gov/vacode/title2.2/chapter31>. You may wish to consult the provisions of The Act before submitting a response to the Request for Proposal. Additionally, by submitting a proposal or by entering into any resulting contract, the offeror certifies that it is in full compliance with the provisions of The Act as to this RFP.
10. **CONTRACT PARTICIPATION:** Any public body, public or private health or educational institutions, or Virginia Tech's affiliated corporations and/or partnerships may access any resulting contract/purchase order if authorized by the contractor. Participating entities shall place their own order(s) directly with the Contractor and shall fully and independently administer their use of the contract/purchase order to include contractual disputes, invoicing and payments without direct administration from Virginia Tech. Virginia Tech shall not be held liable for any costs or damages incurred by any other participating entity as a result of any authorization by the Contractor to extend the contract/purchase order. It is understood and agreed that Virginia Tech is not responsible for the acts or omissions of any entity, and will not be considered in default of the contract/purchase order no matter the circumstances.
11. **DEBARMENT STATUS:** By submitting their proposals, offerors certify that they are not currently debarred by the Commonwealth of Virginia from submitting bids or proposals on contracts for the type of goods and/or services covered by this solicitation, nor are they an agent of any person or entity that is currently so debarred.
12. **DEFAULT:** In case of failure to deliver goods or services in accordance with the contract terms and conditions, Virginia Tech, after due oral or written notice, may procure them from other sources and hold the Contractor responsible for any resulting additional purchase and administrative costs. This remedy shall be in addition to any other remedies which Virginia Tech may have.
13. **DRUG-FREE WORKPLACE:** In every contract over \$10,000 the following provisions apply: During the performance of this contract, the Contractor agrees to (i) provide a drug-free workplace for the Contractor's employees; (ii) post in conspicuous places, available to employees and applicants for employment, a statement notifying employees that the unlawful manufacture, sale, distribution, dispensation, possession, or use of a controlled substance or marijuana is prohibited in the Contractor's workplace and specifying the actions that will be taken against employees for violations of such prohibition; (iii) state in all solicitations or advertisements for employees placed by or on behalf of the Contractor that the Contractor maintains a drug-free workplace; and (iv) include the provisions of the foregoing clauses in every subcontract or purchase order of over \$10,000, so that the provisions will be binding upon each subcontractor or vendor.
For the purposes of this section, "*drug-free workplace*" means a site for the performance of work done in connection with a specific contract awarded to a Contractor the employees of whom are prohibited from engaging in the unlawful manufacture, sale, distribution, dispensation, possession or use of any controlled substance or marijuana during the performance of the contract.
14. **EO/AA STATEMENT: If this contract is a covered government contract or subcontract, contractors and subcontractors shall abide by the requirements of 41 CFR §§ 60-1.4(a), 60-300.5(a) and 60-741.5(a). These regulations prohibit discrimination against qualified individuals based on their status as protected veterans or individuals with disabilities, and prohibit discrimination against all individuals based on their race, color, religion, sex, sexual orientation, gender identity or national origin. Moreover, these regulations require that covered prime contractors and subcontractors take affirmative action to employ and advance in employment individuals without regard to race, color, religion, sex, sexual orientation, gender identity, national origin, protected veteran status or disability.**
Virginia Tech does not discriminate against employees, students, or applicants on the basis of age, color, disability, gender, gender identity, gender expression, national origin, political affiliation, race, religion, sexual orientation, genetic information, or veteran status; or otherwise discriminate against employees or applicants who inquire about, discuss, or disclose their compensation or the compensation of other employees, or applicants; or any other basis protected by law.
For inquiries regarding non-discrimination policies, contact the Office for Equity and Accessibility at 540-231-2010 or Virginia Tech, North End Center, Suite 2300 (0318), 300 Turner St. NW, Blacksburg, VA 24061.
15. **ETHICS IN PUBLIC CONTRACTING:** By submitting their proposals, offerors certify that their proposals are made without collusion or fraud and that they have not offered or received any kickbacks or inducements from any other offeror, supplier, manufacturer or subcontractor in connection with their proposal, and that they have not conferred on any public employee having official responsibility for this procurement transaction any payment, loan, subscription, advance, deposit of money, services or anything of more than nominal value, present or promised unless consideration of substantially equal or greater value was exchanged.
16. **eVA BUSINESS-TO-GOVERNMENT VENDOR REGISTRATION:** The eVA Internet electronic procurement solution, web site portal <https://eva.virginia.gov/>, streamlines and automates government purchasing activities in the Commonwealth. The portal is the

gateway for vendors to conduct business with state agencies and public bodies. All vendors desiring to provide goods and/or services to Virginia Tech should participate in the eVA Internet e-procurement solution either through the eVA Basic Vendor Registration Service or eVA Premium Vendor Registration Service. Failure to register may result in the proposal being rejected.

17. **FEDERAL FUNDS: If goods and/or services under this procurement are funded by Federal grants or awards, the terms and conditions governing 2 CFR 200, Uniform Administrative Requirements, Cost Principles, and Audit Requirements for Federal Awards (effective 12/26/14) shall also apply.**

APPENDIX II TO PART 200—CONTRACT PROVISIONS FOR NON-FEDERAL ENTITY CONTRACTS UNDER FEDERAL AWARDS

If a Purchase Order is issued under a Federal Government grant, award or contract/subcontract, it shall be subject to the clauses and conditions of that grant, award or contract/subcontract and all applicable Federal Regulations.

18. **IMMIGRATION REFORM AND CONTROL ACT OF 1986:** By submitting their proposals, the offerors certify that they do not and will not during the performance of this contract employ illegal alien workers or otherwise violate the provisions of the federal Immigration Reform and Control Act of 1986.
19. **INDEMNIFICATION:** Contractor agrees to indemnify, defend and hold harmless Virginia Tech and the Commonwealth of Virginia and their officers, agents, and employees from any claims, damages and actions of any kind or nature whether at law or in equity, arising from or caused by the use of any materials, goods, or equipment of any kind or nature, furnished by the contractor/any services of any kind or nature furnished by the contractor, provided that such liability is not attributable to the sole negligence of Virginia Tech or failure of Virginia Tech to use the materials, goods, or equipment in the manner already and permanently described by the contractor on the materials, goods or equipment delivered.
20. **INDEPENDENT CONTRACTOR:** The contractor shall not be an employee of Virginia Tech, but shall be an independent contractor. Nothing in this agreement shall be construed as authority for the contractor to make commitments which shall bind Virginia Tech, or to otherwise act on behalf of Virginia Tech, except as Virginia Tech may expressly authorize in writing.
21. **LATE PROPOSALS:** To be considered for selection, proposals must be received by the Virginia Tech Procurement Department, Ste. 2100, Virginia Tech, 300 Turner Street NW, Blacksburg, Virginia 24061, by the designated date and hour. The official time used in the receipt of proposals is that time on the automatic time stamp machine in the Virginia Tech Procurement Department. Proposals received in the Virginia Tech Procurement Department after the date and hour designated are automatically disqualified and will not be considered. Virginia Tech is not responsible for delays in the delivery of mail by the U.S. Postal Service, private couriers, the intrauniversity mail system, or another means of delivery. It is the sole responsibility of the offeror to insure that its proposal reaches the Virginia Tech Procurement Department by the designated date and hour.
22. **MANDATORY USE OF VIRGINIA TECH FORMS AND TERMS AND CONDITIONS:** Failure to submit a proposal on the official Virginia Tech form provided for that purpose may be a cause for rejection of the proposal. Modification of or additions to the General Terms and Conditions of the solicitation may be cause for rejection of the proposal; however, Virginia Tech reserves the right to decide, on a case by case basis, in its sole discretion, whether to reject such a proposal.
23. **NONDISCRIMINATION OF CONTRACTORS:** An offeror or contractor shall not be discriminated against in the solicitation or award of this contract because of race, religion, color, sex, national origin, age, disability, faith-based organizational status, any other basis prohibited by state law relating to discrimination in employment or because the offeror employs ex-offenders unless the state agency, department or institution has made a written determination that employing ex-offenders on the specific contract is not in its best interest. If the award of this contract is made to a faith-based organization and an individual, who applies for or receives goods, services, or disbursements provided pursuant to this contract objects to the religious character of the faith-based organization from which the individual receives or would receive the goods, services, or disbursements, the public body shall offer the individual, within a reasonable period of time after the date of his objection, access to equivalent goods, services, or disbursements from an alternative provider.
24. **NONVISUAL ACCESS TO TECHNOLOGY:** All information technology which, pursuant to this Agreement, is purchased or upgraded by or for the use of (the "Technology") Virginia Tech shall comply with the following nonvisual access standards from the date of purchase or upgrade until the expiration of this Agreement:
- (i) effective, interactive control and use of the Technology shall be readily achievable by nonvisual means;
 - (ii) the Technology equipped for nonvisual access shall be compatible with the information technology used by other individuals with whom any blind or visually impaired user of the Technology interacts;
 - (iii) nonvisual access technology shall be integrated into any networks used to share communications among employees, program participants or the public; and
 - (iv) the technology for nonvisual access shall have the capability of providing equivalent access by nonvisual means to telecommunications or other interconnected network services used by persons who are not blind or visually impaired.
- Compliance with the foregoing nonvisual access standards shall not be required if the head of the using agency, institution or political subdivision determines that (i) the Technology is not available with nonvisual access because the essential elements of the Technology are visual and (ii) nonvisual equivalence is not available.

Installation of hardware, software, or peripheral devices used for nonvisual access is not required when the Technology is being used exclusively by individuals who are not blind or visually impaired, but applications programs and underlying operating systems (including the format of the data) used for the manipulation and presentation of information shall permit the installation and effective use of nonvisual access software and peripheral devices

If requested, the Contractor must provide a detailed explanation of how compliance with the foregoing nonvisual access standards is achieved and a validation of concept demonstration.

The requirements of this Paragraph shall be construed to achieve full compliance with the Information Technology Access Act, § 2.2-3500 through 2.2-3504 of the Code of Virginia.

25. **PARKING PERMITS:** Virginia Tech Parking Services requires the purchase and display of a parking permit for all vendor/business/contractor vehicles, privately and company owned, that park on campus. The cost of the permit is listed on the Parking and Transportation website under vendor/business/contractor <https://parking.vt.edu/permits/pricing.html>. Permit options include one year, six months, three months, summer, or day. Permits are available through application at Virginia Tech Parking Services, 505 Beamer Way, Blacksburg, Virginia 24061. Additional information is available at <https://parking.vt.edu/parking/vbc.html> or by calling Parking Services at (540) 231-3200.
26. **PAYMENT:**
- A. TO PRIME CONTRACTORS:**
- 1) Invoices for items ordered, delivered and accepted shall be submitted by the Contractor directly to the payment address shown on the purchase order/contract. All invoices shall show the Virginia Tech or state contract number and/or purchase order number; social security number (for individual contractors) or the federal employer identification number (for proprietorships, partnerships, and corporations).
 - 2) Any payment terms requiring payment in less than 30 days will be regarded as requiring payment 30 days after invoice or delivery, whichever occurs last. This shall not affect offers of discounts for payment in less than 30 days, however.
 - 3) All goods or services provided under this contract or purchase order, that are to be paid for with public funds, shall be billed by the Contractor at the contract price, regardless of which public agency is being billed.
 - 4) The following shall be deemed to be the date of payment: the date of postmark in all cases where payment is made by mail, or the date of offset when offset proceedings have been instituted as authorized under the Virginia Debt Collection Act.
 - 5) Unreasonable Charges. Under certain emergency procurements and for most time and material purchases, final job costs cannot be accurately determined at the time orders are placed. In such cases, contractors should be put on notice that final payment in full is contingent on a determination of reasonableness with respect to all invoiced charges. Charges which appear to be unreasonable will be researched and challenged, and that portion of the invoice held in abeyance until a settlement can be reached. Upon determining that invoiced charges are not reasonable, the Commonwealth shall promptly notify the contractor, in writing, as to those charges which it considers unreasonable and the basis for the determination. A contractor may not institute legal action unless a settlement cannot be reached within thirty (30) days of notification. The provisions of this section do not relieve an agency of its prompt payment obligations with respect to those charges which are not in dispute (*Code of Virginia*, § 2.2-4363).
- B) TO SUBCONTRACTORS:**
- 1) A contractor awarded a contract under this solicitation is hereby obligated:
 - a) To pay the subcontractor(s) within seven (7) days of the contractor's receipt of payment from the Commonwealth for the proportionate share of the payment received for work performed by the subcontractor(s) under the contract; or
 - b) To notify Virginia Tech and the subcontractor(s), in writing, of the contractor's intention to withhold payment and the reason. The contractor is obligated to pay the subcontractor(s) interest at the rate of one percent per month (unless otherwise provided under the terms of the contract) on all amounts owed by the contractor that remain unpaid seven (7) days following receipt of payment from the Commonwealth, except for amounts withheld as stated in b) above. The date of mailing of any payment by U.S. Mail is deemed to be payment to the addressee. These provisions apply to each sub-tier contractor performing under the primary contract. A contractor's obligation to pay an interest charge to a subcontractor may not be construed to be an obligation of the Commonwealth.
27. **PRECEDENCE OF TERMS:** Paragraphs 1, 2, 3, 7, 8, 9, 13, 15, 18, and 19 of these General Terms and Conditions shall apply in all instances. In the event there is a conflict between any of the other General Terms and Conditions and any Special Terms and Conditions in this solicitation, the Special Terms and Conditions shall apply.
28. **PUBLIC NOTICE OF AWARD:** Public notice of the purchase order/contract award will be publicly posted on the DGS/DPS eVA web site <https://eva.virginia.gov/>. Award information may also be obtained by contacting the buyer whose name appears on the solicitation.
29. **QUALIFICATIONS OF OFFERORS:** Virginia Tech may make such reasonable investigations as deemed proper and necessary to determine the ability of the offeror to perform the work/furnish the item(s) and the offeror shall furnish to Virginia Tech all such information and data for this purpose as may be requested. Virginia Tech reserves the right to inspect offeror's physical facilities prior to award to satisfy questions regarding the offeror's capabilities. Virginia Tech further reserves the right to reject any proposal if the evidence submitted by, or investigations of, such offeror fails to satisfy Virginia Tech that such offeror is properly qualified to carry out the obligations of the contract and to complete the work/furnish the item(s) contemplated therein.
30. **SMALL, WOMEN, AND MINORITY-OWNED (SWAM) BUSINESS SUBCONTRACTING AND EVIDENCE OF COMPLIANCE:**
- A.** Where it is practicable for any portion of the awarded contract to be subcontracted to other suppliers, the contractor is encouraged to offer such business to small, women, and/or minority-owned (SWAM) business. If SWAM subcontractors are used, the prime contractor agrees to report the use of SWAM subcontractors by providing the Owner at a minimum the following information: name of firm, SBSWAM certification number, phone number, total dollar amount subcontracted, category type (small, women, or minority-owned), and type of product/service provided. Note that SWAM vendors MUST be certified with the Virginia Department of Small Business and Supplier Diversity (SBSWAM) <http://www.sbsd.virginia.gov>.
- B. Definitions:**
- 1) **Small business** – An independently owned and operated business which, together with affiliates, has 250 or fewer employees or average annual gross receipts of \$10 million or less averaged over the previous three years. Virginia Department of Small

Business and Supplier Diversity (SBSD) certified women-owned and minority-owned business shall also be considered small business when they have received SBSD small business certification.

- 2) **Women-owned business** – A business concern that is at least 51% owned by one or more women who are U. S. citizens or legal resident aliens, or in the case of a corporation, partnership, or limited liability company or other entity, at least 51% of the equity ownership interest is owned by one or more women who are citizens of the United States or non-citizens who are in full compliance with the United States immigration law, and both the management and daily business operations are controlled by one or more women who are U. S. citizens or legal resident aliens.
 - 3) **Minority-owned business** – A business concern that is at least 51% owned by one or more minority individuals (see Section 2.2-1401, Code of Virginia) or in the case of a corporation, partnership, or limited liability company or other entity, at least 51% of the equity ownership interest in the corporation, partnership, or limited liability company or other entity is owned by one or more minority individuals and both the management and daily business operations are controlled by one or more minority individuals.
 - 4) **Minority individual** – means an individual who is a citizen of the United States or a non-citizen who is in full compliance with United States immigration law and who satisfies one or more of the following definitions:
 - a) “African American” means a person having origins in any of the original peoples of Africa and who is regarded as such by the community of which this person claims to be a part.
 - b) “Asian American” means a person having origins in any of the original peoples of the Far East, Southeast Asia, the Indian subcontinent, or the Pacific Islands, including but not limited to Japan, China, Vietnam, Samoa, Laos, Cambodia, Taiwan, Northern Marianas, the Philippines, a U. S. territory of the Pacific, India, Pakistan, Bangladesh, or Sri Lanka and who is regarded as such by the community of which this person claims to be a part.
 - c) “Hispanic American” means a person having origins in any of the Spanish-speaking peoples of Mexico, South or Central America, or the Caribbean Islands or other Spanish or Portuguese cultures and who is regarded as such by the community of which this person claims to be a part.
 - d) “Native American” means a person having origins in any of the original peoples of North America and who is regarded as such by the community of which this person claims to be a part or who is recognized by a tribal organization.
- C. All Small, Woman-owned, Minority-owned and Disabled Veteran-owned businesses who meet the definition established by the Code of Virginia as certifiable are strongly encouraged to obtain certification with the Virginia Department of Small Business and Supplier Diversity (SBSD).
31. **SUPREMACY CLAUSE:** Notwithstanding any provision in the bidder's response to the contrary, the bidder agrees that the terms and conditions contained in Virginia Tech's bid prevail over contrary terms and conditions contained in the bidder's response.
 32. **SUSTAINABILITY COMMITMENT:** To become a Leader in Campus Sustainability, Virginia Tech developed a unique Climate Action Commitment and Sustainability Plan (VTCAC&SP)
https://www.facilities.vt.edu/content/dam/facilities_vt_edu/sustainability/climate-action-commitment.pdf.
 The Supplier agrees to use its best efforts to support Virginia Tech's environmental sustainability efforts and promote sustainable business practices within its own organization. Virginia Tech may from time to time request information from the Supplier to ensure that it is demonstrating commitment to environmental sustainability. The Supplier agrees to provide information as requested. In addition, the Supplier will consider any commercially reasonable requests that Virginia Tech puts forth to promote environmentally sustainable business practices. The Supplier's response to these requests may inform Virginia Tech's decision when purchasing those goods or services in the future.
 33. **TAXES:** Sales to Virginia Tech and the Commonwealth of Virginia are normally exempt from State sales tax, State sales and use tax certificates of exemption, Form ST-12, will be issued upon request. Deliveries against this contract shall be free of Federal excise and transportation taxes. The Commonwealth's excise tax exemption registration number is 54-73-0076K.
 34. **TESTING AND INSPECTION:** Virginia Tech reserves the right to conduct any test/inspection it may deem advisable to assure supplies and services conform to the specification.
 35. **TRANSPORTATION AND PACKAGING:** By submitting their proposals, all offerors certify and warrant that the price(s) offered are for FOB destination and include only the actual freight rate costs at the lowest and best rate and is based upon the actual weight of the goods to be shipped. Except as otherwise specified herein, standard commercial packaging, packing and shipping containers shall be used. All shipping containers shall be legibly marked or labeled on the outside with purchase order number, commodity description, and quantity.
 36. **USE OF BRAND NAMES:** Unless otherwise provided in this solicitation; the name of a certain brand, make or manufacturer does not restrict offerors to the specific brand, make or manufacturer named, but conveys the general style, type, character, and quality of the article desired. Any article which Virginia Tech in its sole discretion determines to be equal of that specified, considering quality, workmanship, economy of operation, and suitability for the purpose intended, shall be accepted. The offeror is responsible to clearly and specifically indicate the product being offered and to provide sufficient descriptive literature, catalog cuts and technical detail to enable Virginia Tech to determine if the product offered meets the requirements of the solicitation. This is required even if offering the exact brand, make or manufacturer specified. Unless the offeror clearly indicates in its proposal that the product offered is an "equal" product, such proposal will be considered to offer the brand name product referenced in the solicitation.
 37. **COUNTERFEIT PARTS:** This purchase shall be governed by and in accordance with DFARS Sections [246.870](#) and [252.246-7007](#). Any electronic parts must have a Certificate of Origin and the total quantity of any individual part must be from a single manufacturing lot or date code.

Proposal



Esport Supply response to Virginia Tech

RFP #443882504 FF&E

War Memorial Hall eSports Area



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ESPORT
SUPPLY

OUR WORK IN ESPORTS

WE BELIEVE THE ESPORTS ARENA IS AT THE HEART OF ANY GAMING COMMUNITY ON CAMPUS. WE EMPOWER ADMINISTRATORS TO CONNECT WITH COMMUNITIES, CREATE ENGAGING EXPERIENCES FOR STUDENTS, AND CAPTIVATE FANS AND ALUMNI THROUGH ESPORTS.

NAC
ESPORTS

NECC

NIRSA
Leaders in Collegiate
Recreation

PennState

The UNIVERSITY of OKLAHOMA

Mizzou
University of Missouri

IOWA

SOUTHERN
UNIVERSITY

DJ

UNG
UNIVERSITY of
NORTH GEORGIA

GALLAUDET
UNIVERSITY

VANDERBILT

Creighton
UNIVERSITY

UNIVERSITY of NEBRASKA
LINCOLN

UMKC

CU

UNIVERSITY OF
NORTH ALABAMA

UNE
UNIVERSITY OF
NEW ENGLAND

MINNESOTA STATE
UNIVERSITY
BAKERSFIELD

ABILENE CHRISTIAN
UNIVERSITY

LOYOLA
UNIVERSITY MARYLAND

Chico
CALIFORNIA STATE
UNIVERSITY

MISSOURI
STATE UNIVERSITY

GEORGE FOX
UNIVERSITY

SOUTH DAKOTA
STATE UNIVERSITY

NCTC

Saint
Elizabeth
University

CLEAR
UNIVERSITY

NORTHERN
New Mexico College

STATE UNIVERSITY OF NEW YORK

JCC
JAMESTOWN
COMMUNITY
COLLEGE

Saint Xavier
UNIVERSITY

Keyano
COLLEGE

MATC
MILWAUKEE AREA
Technical College

Ottawa
University

S'Ambrose University

SUNY
SCHENECTADY
COUNTY COMMUNITY COLLEGE

NKU
NORTHERN KENTUCKY
UNIVERSITY

IUTP

SACRAMENTO
STATE

Utah State
University

Lees
McRae
COLLEGE

CONCORDIA
UNIVERSITY

MSU
TEXAS

UMSL

Missouri
State
UNIVERSITY

THE UNIVERSITY OF
SOUTHERN
MISSISSIPPI

GLEN OAKS
COMMUNITY COLLEGE

MADISON
SCHOOL OF THEOLOGY

WILLIAM JEWELL COLLEGE

COLLEGE

OSLAND CITY UNIVERSITY

FAIRMONT STATE
UNIVERSITY

THE GEORGE
WASHINGTON
UNIVERSITY
WASHINGTON, DC

BERIDIAN
COMMUNITY COLLEGE

OKLAHOMA
BAPTIST
UNIVERSITY

BOYS & GIRLS CLUBS
OF AMERICA



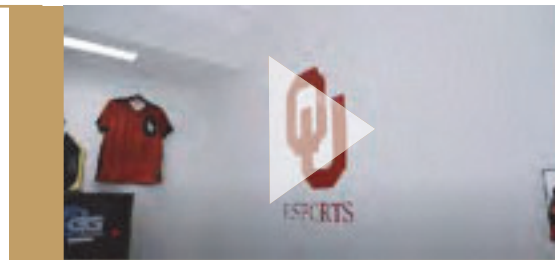
COMPETITIVE STAGE AND SPECTATOR AREA

ESPORTS IN ACTION - VIDEOS

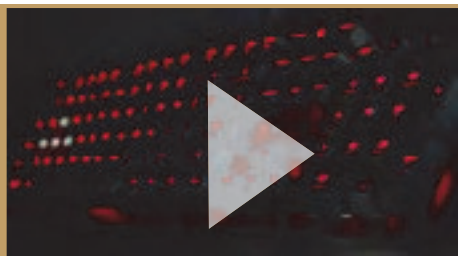


UNIVERSITY OF OKLAHOMA

Design and build of community space that includes PC, Console, iRacing, and VR along with broadcasting and AV rooms.



https://youtu.be/kvt1L_hYpfs?si=aWY5sxdj4vZiosXC



SUNY JAMESTOWN

Design and build of an old train depot that included an esports community arena, a community lounge room, varsity room, coach room, console area, and viewing areas.

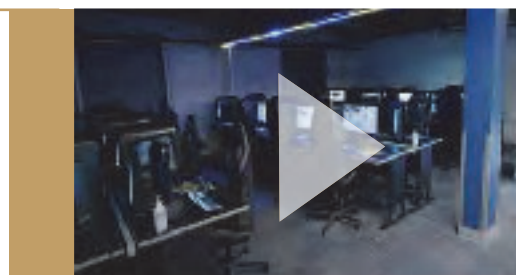


<https://www.youtube.com/watch?v=70ehuHomRLY>

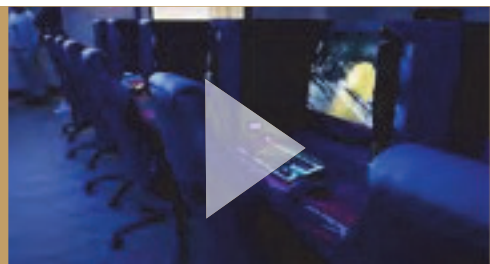


GALLAUDET UNIVERSITY

Design and build out a community gaming arena, spectator viewing area, and dedicated iRacing space.



<https://www.youtube.com/watch?v=3vLMT2-v0KE>



SOUTHERN UNIVERSITY

Design and build of a community space, varsity gaming space, spectator seating, and competition stage, along with a broadcasting and AV room.

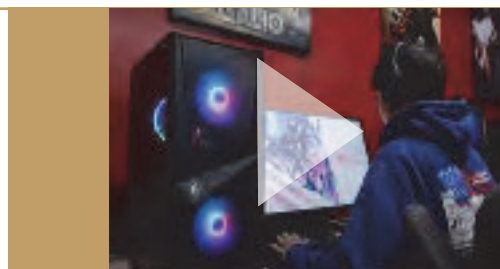


<https://www.youtube.com/watch?v=Udj9HytPNyw>



CSU CHICO

Design and build of community gaming space with PC gaming, console gaming, lounge space, and coaches room.



<https://www.youtube.com/watch?v=B3Yg-8jiflk>

PROJECT LEADERSHIP



Paul Gregory
Principal
Esport Supply

Paul serves as Co-Founder and Principal for Esport Supply as well as Founder and Principal [REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]

[REDACTED]

Derrek currently serves as Co-Founder [REDACTED] Esport Supply. [REDACTED]

[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]



Derrek Harter
Principal
Esport Supply

[REDACTED]



Austin Miller
Manager of
Business
Development
Esport Supply

Austin, currently serving as [REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]

[REDACTED]





PennState

COMMUNITY GAMING LAB

**ESPORT
SUPPLY**



**Virginia Tech
RFP #443882501
Proposal Components**

RFP #443882501, FF&E War Memorial Hall eSports Area

INCLUDE THIS PAGE WITH YOUR PROPOSAL, SIGNATURE AT SUBMISSION IS REQUIRED

DUE DATE: Proposals will be received until **Wednesday, June 18, 2025, at 3:00 PM**. Failure to submit proposals to the correct location by the designated date and hour will result in disqualification.

INQUIRIES: All inquiries for information regarding this solicitation should be directed to Deirdre Curry, Phone: (540) 231-4775; e-mail: . All inquiries will be answered in the form of an addendum. Inquiries must be submitted by **5:00 PM on June 9, 2025**. Inquiries must be submitted to the procurement officer identified in this solicitation.

PRE-PROPOSAL CONFERENCE: No pre-proposal conference will be held. To request a site visit, please contact Deirdre Curry at

PROPOSAL SUBMISSION:

***Please note, proposal submission procedures have changed effective March 2023.**

Proposals may NOT be hand delivered to the Procurement Office.

Proposals should be submitted electronically through Virginia Tech's procurement portal. This portal allows you access to view business opportunities and submit bids and proposals to Virginia Tech digitally and securely.

Proposals must be submitted electronically at:

Vendors will need to register through this procurement portal, hosted by Jaggaer. **It is encouraged for all vendors to register prior to the proposal submission deadline to avoid late submissions.** Registration is easy and free. If you have any challenges with the registration process, please contact Jaggaer Support at 1-800-233-1121 or procurement@vt.edu.

Click on the opportunity and log in to your vendor account to begin preparing your submission. Upon completion, you will receive a submission receipt email confirmation. Virginia Tech will not confirm receipt of proposals. It is the responsibility of the offeror to make sure their proposal is delivered on time.

Hard copy or email proposals will not be accepted. Late proposals will not be accepted, nor will additional time be granted to any individual Vendor.

Attachments must be smaller than 50MB in order to be received by the University.

In compliance with this Request For Proposal and to all the conditions imposed therein and hereby incorporated by reference, the undersigned offers and agrees to furnish the goods or services in accordance with the attached signed proposal and as mutually agreed upon by subsequent negotiation.

AUTHORIZED SIGNATURE:  Date: 6/17/2025

[INCLUDE THIS PAGE]

VII. PROPOSAL PREPARATION AND SUBMISSION



A. Specific Requirements

Proposals should be as thorough and detailed as possible so that Virginia Tech may properly evaluate your capabilities to provide the required goods or services. Offerors are required to submit the following information/items as a complete proposal:

1. Describe your experience providing eSport related equipment.

Esport Supply has extensive experience in delivering comprehensive esports solutions, having successfully supported over 100 institutions, including colleges, universities, K-12 schools, and private esports facilities, in building state-of-the-art gaming environments. Our expertise spans the procurement, delivery, and installation of high-performance esports equipment, including custom gaming PCs, peripherals, and ergonomic furniture, all designed to meet the rigorous demands of competitive and casual gaming. (<https://www.esportsupply.com/>)

We specialize in providing gaming PCs that meet or exceed specifications such as those outlined in the RFP, including Intel Core Ultra 7 processors, NVIDIA RTX 5070 graphics cards (or equivalent), 32 GB RAM, 1 TB SSDs, Windows 11 Pro, and Gold-rated power supplies. Our team collaborates with leading gaming manufacturers to source equipment that ensures optimal performance, low latency, and reliability, critical for tournament-level play. Additionally, we supply peripherals such as monitors, keyboards, mice, mouse pads, and headsets, each accompanied by detailed datasheets to confirm compliance with specified requirements.

Beyond hardware, we provide ergonomic furniture tailored for esports environments, including specialized gaming chairs and desks that enhance player comfort and facility aesthetics. Our team, composed of former university club founders, leaders, and national champions, brings real-world insights to ensure equipment selections align with the needs of competitive gamers and institutional goals. We have worked with clients across the USA and Canada delivering turnkey solutions that include equipment procurement, assembly, and on-site installation, all coordinated to minimize disruption to facility operations. Every piece of equipment is backed by robust warranties—two years for custom gaming PCs and one year for peripherals—ensuring long-term reliability and support. (<https://www.esportsupply.com/esport-facility-lan-management/>)

Our proven track record includes designing and outfitting esports arenas that foster community engagement and provide immersive gaming experiences. We handle all aspects of equipment delivery, from coordinating logistics to removing packaging and debris, leaving the facility ready for immediate use. By leveraging best practices developed through our extensive industry experience, Esport Supply ensures that Virginia Tech's esports facility will be equipped with cutting-edge, high-quality equipment tailored to create a premier gaming environment.



VII. PROPOSAL PREPARATION AND SUBMISSION



A. Specific Requirements

2. Describe your experience providing license management services.

Esport Supply provides license management services through a strategic partnership with ggCircuit, a leading esports software platform used in academic and commercial gaming environments worldwide. We serve as their largest higher education reseller. Through ggCircuit's ggLeap and ggRock systems, we deliver robust license management that ensures secure, centralized control over game access, software updates, and user authentication across all gaming stations. This partnership enables Virginia Tech to streamline game deployment, maintain compliance with publisher licensing requirements, and reduce IT overhead—ensuring a scalable and efficient solution tailored to the demands of a modern esports facility.

Using the industry-leading ggLeap platform from ggCircuit, we provide centralized license management that simplifies the deployment and updating of game licenses across all gaming stations. This platform supports automated patching and validation routines, ensuring that all titles remain current, conflict-free, and compliant with publisher requirements, minimizing downtime and enhancing user experience. For Virginia Tech, we will procure and install licenses for specified titles, utilizing shared or institutional accounts where permitted, particularly for consoles, to streamline access for students and esports team members.

We provide comprehensive documentation detailing all licensed games, including license types (individual, bulk, or institutional), account credentials, and clear login instructions, presented in both digital and printed formats for ease of management. Our ongoing support includes remote technical assistance and coordination with publishers to handle renewals and updates, ensuring Virginia Tech's esports facility operates smoothly and remains compliant with all licensing requirements.



VII. PROPOSAL PREPARATION AND SUBMISSION



SCHEDULE AND MILESTONES



VII. PROPOSAL PREPARATION AND SUBMISSION



A. Specific Requirements

****Notes on Lead Times:**

- Lead times for equipment procurement may vary slightly based on supplier availability and global supply chain conditions. Esport Supply maintains strong relationships with leading manufacturers to mitigate delays.
- License procurement lead times depend on publisher response times, but our established partnerships expedite this process.
- The schedule can be adjusted to align with Virginia Tech's academic calendar or specific operational constraints, with regular progress updates provided to ensure transparency.

Esport Supply's project management team, backed by our experience with over 100 organizations globally, will coordinate all phases of the project to ensure timely execution. We will assign a dedicated project manager to serve as the primary point of contact, ensuring seamless communication and adherence to the agreed-upon timeline, delivering a fully operational esports facility ready to support Virginia Tech's esports program. (<https://www.esportssupply.com/esport-facility-lan-management/>)



VI. STATEMENT OF NEEDS/SCOPE OF WORK:

A. Installation, Support and Warranty Requirements

Virginia Tech confirms that all networking infrastructure will be in place prior to delivery.

1) INSTALLATION

- a. Vendor must deliver, assemble, and install all equipment and furniture on-site.**
- b. All packaging and debris must be removed and properly disposed of by the vendor.**
- c. Installation must be coordinated with university staff to avoid disruption to facility operations.**

Our team is committed to delivering a seamless and professional installation experience tailored to the university's needs for the esports arena and related spaces. We work closely with the university's project management and procurement services teams to develop a detailed installation schedule that minimizes disruption to ongoing facility operations. Our experienced installers follow crafted installation plans to ensure that all equipment and furniture are assembled and installed with precision, adhering strictly to the project's specifications and scope.

To maintain the integrity and aesthetics of the facility, our team takes great care to protect the building's infrastructure during the installation process. All equipment and furniture are delivered, assembled, and installed on-site with a focus on quality and efficiency. Upon completion, we ensure that all packaging materials, debris, and waste are removed and disposed of responsibly in accordance with environmental standards and university policies. Our goal is to leave the esports arena and related spaces in pristine condition, fully prepared for immediate use by esports members and ready to provide an exceptional gaming experience.

Additionally, we prioritize open communication and coordination with university staff throughout the process. Our project managers will provide regular updates and remain available to address any concerns, ensuring a smooth and collaborative installation process that aligns with the university's operational needs and timeline.

VI. STATEMENT OF NEEDS/SCOPE OF WORK:

A. Installation, Support and Warranty Requirements

2) SUPPORT AND WARRANTY

a. All items should include a manufacturer or vendor warranty; no minimum length is required but must be clearly described in the proposal.

All equipment provided by Esport Supply is backed by warranty coverage to ensure the reliability and longevity of your esports facility. Our custom gaming PCs are supported by a robust two-year manufacturer warranty, providing peace of mind for your investment. All peripherals, come with a one-year manufacturer warranty, ensuring prompt resolution for any issues that may arise. Detailed warranty terms and conditions will be included during the purchase, outlining the scope of coverage and the process for service or repairs to maintain transparency and alignment with your expectations.

b. Remote technical support must be included for troubleshooting and assistance related to the gaming PCs and peripherals.

At Esport Supply, our commitment to your esports facility extends well beyond the initial installation, ensuring the long-term success and sustainability of your investment. We provide comprehensive remote technical support designed to keep your gaming PCs and peripherals operating at peak performance, fostering a thriving esports community. Our Support Services include a robust, multi-channel help desk staffed by knowledgeable technicians who are also avid gamers, offering extended hours to promptly address any technical issues that may arise.

Our remote support encompasses troubleshooting, diagnostics, and resolution for gaming PCs, peripherals, and related software, ensuring minimal downtime and an optimal gaming experience. We provide ongoing software management, including game updates and patches, to keep your systems current and secure. Additionally, our services include detailed analytics and reporting to monitor system performance, warranty support for hardware, and seamless escalation to Tier 2 and Tier 3 support with hardware and software vendors when advanced assistance is required.

To further enhance your experience, our Concierge Tier 1 Help Desk offers personalized, user-friendly assistance, ensuring that university staff and esports members receive prompt and effective solutions. Our team is dedicated to empowering your esports program by providing continuous education and resources to maximize the functionality of your equipment. With Esport Supply, you can trust that your facility is supported by a responsive, expert team committed to delivering exceptional service and maintaining the integrity of your esports environment.



VI. STATEMENT OF NEEDS/SCOPE OF WORK:

A. Installation, Support and Warranty Requirements

3) EQUIPMENT DELIVERABLES

a. Gaming Computers (36 Total)

1. Each unit must meet or exceed the following specifications:

- i. Processor: Intel Core Ultra 7**
- ii. Graphics Card: NVIDIA RTX 5070 (or equivalent or better)**
- iii. Memory: 32 GB RAM**
- iv. Storage: 1 TB SSD**
- v. Operating System: Windows 11 Pro**
- vi. Gold Rated Power Supply**

2. Gaming Peripherals (36 of each)

- i. Monitors: 27" minimum, 1080p or higher resolution, 144Hz refresh rate or higher**
- ii. Keyboards: Mechanical or high-performance gaming keyboards**
- iii. Mice: Wired or wireless gaming mice with adjustable DPI**
- iv. Mouse Pads: Gaming-quality surface pads**
- v. Headsets: Over-ear gaming headsets with built-in microphones**

3. Gaming Consoles and Displays

- i. 3x Xbox Series X**
- ii. 3x PlayStation 5**
- iii. 8x 50" or larger 4K UHD TVs**
- iv. 3x Console Gaming Hubs (furniture/supports for 2 console gaming stations)**

Esport Supply confirms that all gaming peripherals provided, including monitors, keyboards, mice, mouse pads, and headsets, fully meet or exceed the specifications outlined in the RFP. Detailed datasheets for each peripheral are included in our proposal, clearly documenting the technical specifications to ensure transparency and alignment with your requirements. We guarantee that every peripheral has been carefully selected to deliver optimal performance, durability, and user comfort, enhancing the overall esports experience for your facility.

Esport Supply confirms that all 36 gaming computers provided will meet or exceed the specified requirements. Each unit will be equipped with an Intel Core Ultra 7 processor, an NVIDIA RTX 5070 graphics card (or equivalent or better), 32 GB of RAM, a 1 TB SSD, Windows 11 Pro operating system, and a Gold-rated power supply, ensuring high-performance and reliability for your esports facility.



SPECIFICATIONS

Processor	Intel Core Ultra 7 265
Air Cooler	CPU Air Cooler
Graphics Card	NVIDIA GeForce RTX 5070, 12GB OC
Memory	32GB 5600MHz-DDR5
Storage	1TB
Operating System	Microsoft Windows 11 Professional
Power Supply	850W 80+Gold
Motherboard	Z890 UD WIFI6E
Details	Custom tuning Windows 11 base tune for maximum FPS, BIOS Optimization, GPU Optimization



MONITORS

MAG 274CXF



SPECIFICATIONS

Panel Size	27" (68.58 cm)
Active Display Area (mm)	597.888 (H) x 336.312 (V)
Curvature	Curve 1500R
Panel Type	Rapid VA
Panel Resolution	1920x1080 (FHD)
Pixel Pitch (H x V)	0.3114(H)x0.3114(V)
Aspect Ratio	16:9
Brightness (nits)	300 (Typ.)
Contrast Ratio	4000:1 (Typ.)
DCR	100000000:1
Signal Frequency	309.504~589.120KHz (H) / 48~280Hz(V)
ACTIVATED RANGE	48 to 280Hz
Refresh Rate	280Hz
Response time	0.5ms (GtG, Min.)
DYNAMIC REFRESH RATE TECHNOLOGY	AMD FreeSync™ Premium
HDR Support	HDR Ready
Video ports	1 x DisplayPort 1.2a 2 x HDMI™ 2.0b (FHD@240Hz)
USB ports	N/A
Audio ports	1 x Headphone-out
Viewing Angle	178°(H) / 178°(V)
Adobe RGB / DCI-P3 / sRGB	88.3% / 92.2% / 123.3%
Surface Treatment	Anti-glare
Display Colors	1.07B , 10 bits (8 bits + FRC)
Frameless Design	Yes
PIP / PBP Function	Yes
Power Type	External Adaptor 20V 2.25A
Power Input	100~240V, 50/60Hz
Adjustment (Tilt)	-5° ~ 20°
Kensington Lock	Yes
VESA Mounting	100 x 100 mm
Weight (NW / GW)	3.4kg / 6.1kg 3kg (without stand)
Dimension (W x D x H)	613.5 x 249.8 x 438.3mm 613.5 x 76.6 x 363.6mm (without stand)
Carton Dimension (W X D X H)	WW carton: 750 x 150 x 488mm Outer: 765 x 165 x 515mm

FEATURES



Curved 1500R

Bring an immersive & comfortable viewing experience to eliminate distortion and cover a wider field of view



Rapid VA

Make sure the intensity and purity of colors when gaming.



280Hz High Refresh Rate

Experience smooth gaming with a blazing fast refresh rate, that gives you the upper hand in fast-moving games.



0.5ms (GtG, Min.) Response Time

Eliminate screen tearing and choppy frame rates with 0.5ms (GtG, Min.) Response Time.



HDR Ready

Provide eye-catching detail through contrast and shadows adjustment.



Console Mode

Optimized for seamless compatibility with gaming consoles like PS5 and Xbox Series X|S.



MONITORS MAG 274CXF

Note

Display Port: 1920 x 1080 (Up to 280Hz)
HDMI 2.0b: 1920 x 1080 (Up to 240Hz)
Adobe RGB, DCI-P3 and sRGB follow
CIE1976 Standard

CONNECTIONS



1. 5-way Joystick Navigator
2. DC-in
3. Display Port 1.2a
4. 2x HDMI™ 2.0b(FHD@240Hz)
5. Earphone out
6. Kensington Lock



MAESTRO 300



SPECIFICATIONS

MODEL NAME	MAESTRO 300
DRIVER UNIT	40mm Neodymium
SPEAKER FREQUENCY RESPONSE	20 – 40000 Hz
SPEAKER SENSITIVITY (SPL)	118.5 ± 3db
SPEAKER IMPEDANCE	32 Ω
MICROPHONE FREQUENCY RESPONSE	50 – 15,000 Hz
MICROPHONE SENSITIVITY	-40 dB
MICROPHONE IMPEDANCE	≤ 2.2 KΩ
PICKUP PATTERN	Unidirectional (Cardioid)
CONNECTOR	Wired USB-C USB-C to A Adapter
CABLE TYPE	USB-C: 1.5m
COMPATIBILITY	PC, Mac, PlayStation®, Nintendo Switch™, Android & iOS (*All trademarks and registered trademarks are the property of their respective owners.)
OPERATING SYSTEM	Windows 10 (and above)
PRODUCT DIMENSIONS	197 x 165 x 84 mm
WEIGHT (PRODUCT / PACKAGE)	247g (w/o Mic) & 258g (w/ Mic) / 543g

FEATURES



High-resolution 40mm Neodymium Drivers

Boasting a broad frequency response, the high-resolution 40mm drivers fine-tuned by MSI reproduce true-to-life audio for immersive playback in games, movies, and music.



Detachable Unidirectional (Cardioid) Mic

Experience clear voice capture with a high-quality unidirectional (cardioid) microphone and detach it for immersive music and movie enjoyment.



Mesh Chill or Leather Thrill

Choose high-density foam earpads: breathable mesh for all-day freshness or luxurious protein leather for superior sound isolation and a better seal.



Durable Lightweight Comfort

Weighing only 247g (without mic), the MAESTRO 300 is designed for comfort with thick head padding and a lightweight, durable build for extended gaming sessions.



Snug Fit for All Heads

The swiveling 90-degree tiltable earcups and robust size adjustment mechanism easily fit any head shape, ensuring the best seal for an immersive audio experience.



Quick Control

Toggle to mute the microphone, and adjust the volume, using the wheel, all within reach on the left earcup.



Plug & Play

Simply plug the headset in and it's ready to go by connecting it to any available USB port with the USB-C cable or USB-C to A adapter.



Universal Compatibility

Tailored for PC gaming yet versatile across platforms with seamless connectivity with Mac, PlayStation, Nintendo Switch, and mobile devices.



Nahimic for Headset

The world-renowned audio software elevates the gaming experience with 3D sound technology and advanced sound tuning for unparalleled immersion.



MSI Center

MSI Center software lets users get the most out of MSI peripherals by offering additional features and options with just a few clicks.



VIGOR GK30

A SOLID BASE FOR GAMING



SPECIFICATIONS

MODEL NAME	VIGOR GK30 GAMING KEYBOARD
KEYBOARD INTERFACE	USB 2.0
BACKLIGHT	RGB
SWITCH TYPE	Plunger Switches
OPERATING SYSTEM	Windows 10 / 8.1 / 8 / 7
N-KEY ROLLOVER	6 Keys Rollover 20 Keys Anti-Ghosting
KEY STROKE LIFE	12+ Million
CABLE TYPE	1.8m with gold-plated connector
NORMAL KEYS	104 / 105 / 108 keys (different by languages)
PRODUCT DIMENSIONS (MM)	438 x 157 x 38mm
WEIGHT (PRODUCT / PACKAGE)	1042 g / 1303 g

FEATURES

- Mechanical-like plunger switches for a crisp typing experience
- Stunning RGB lighting effects in 6 areas
- Increased stability with Gaming Base
- Water repellent keyboard design
- Fine-tune detail settings with Dragon Center



Clutch GM08

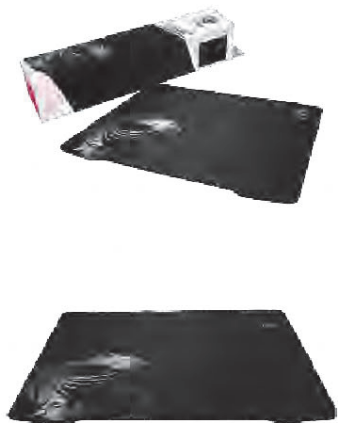


SPECIFICATIONS

Model Name	CLUTCH GM08 GAMING MOUSE
Response time	1000Hz
Main Key switches	Switch with 10+ Million Clicks
USB 2.0 Interface	USB 2.0
DPI switch	200 / 400 / 800 / 1600 / 3200 (max. 4200 by software)
USB Cable	1.8m with gold-plated connector
Color	Black
WEIGHT (PRODUCT / PACKAGE)	92g (w/o weights & cable) / 103g
LED Light	Red
Sensor	PAW-3519 Sensor
Dimensions(mm)	128 x 68.5 x 40.5 mm
Sensor	Optical
Buttons	6
OS Supported	Windows 10 / 8.1 / 8 / 7

FEATURES

- Accurate optical sensor
- Durable build quality
- Adjustable weight system
- On the fly change



SPECIFICATIONS

Surface	Silk Gaming Fabric Surface
Model Name	AGILITY GD30 GAMING MOUSEPAD
Dimension (mm)	450mm(L) x 400mm(W) x 3mm(H)
WEIGHT (PRODUCT / PACKAGE)	325g / 460g
Dimensions(mm)	450mm(L) x 400mm(W) x 3mm(H)
Base	Natural Rubber Base

FEATURES

- Silk Gaming Fabric surface
- Incredible smooth user experience
- Extra soft and comfortable touch
- Anti-slip natural rubber base

VI. STATEMENT OF NEEDS/SCOPE OF WORK:



A. Installation, Support and Warranty Requirements

4) FURNITURE

Esport Supply confirms that all furniture specified in the RFP for the esports arena and related spaces is included in our proposal. Each piece of furniture has been carefully selected to meet the university's requirements for functionality, durability, and aesthetics, ensuring an optimal environment for esports activities. Our proposal includes a detailed itemized list of all furniture, complete with specifications and descriptions, presented clearly in the cost summary for full transparency. We will coordinate closely with university staff to ensure that all furniture is delivered, assembled, and installed on-site in accordance with the project timeline, maintaining the highest standards of quality and alignment with the facility's operational needs.

- i. 40x Esports Chairs (ergonomic, high-back gaming style)3x PlayStation 5Storage: 1 TB SSD**
- ii. 36x Esports Desks (no more than 36" wide; cable management preferred)**
- iii. 1x Locker Bay (for player gear storage)**
- iv. 3x Soft Seating Couches**
- v. 12x Soft Seating Elements (similar in style to Blender Wave soft seating for console gaming stations)**
- vi. 6x Soft Seating Ottomans**
- vii. 1x Collaboration/Conference Room Table (max dimensions: 96" x 48")**
- viii. 1x 2 Person Shoutcaster Station (workstation for streaming/broadcast with monitor/mount space)**



VI. STATEMENT OF NEEDS/SCOPE OF WORK:

A. Installation, Support and Warranty Requirements

GAME LICENSE MANAGEMENT

The selected vendor will be responsible for acquiring and managing digital game licenses for all applicable gaming stations (PC and console). This includes ensuring legal compliance, ease of access for users, and centralized management for administrative efficiency.

Esport Supply will acquire and manage all digital game licenses for Virginia Tech University’s esports facility, ensuring legal compliance, user accessibility, and streamlined administration. Utilizing ggLeap from ggCircuit, we provide a centralized platform for license management, enabling seamless access to popular esports titles on PC and console stations. The cloud-based ggLeap system offers real-time monitoring, Single Sign-On integration with university credentials, and dynamic license allocation, simplifying operations for staff. We ensure compliance through regular audits and adherence to licensing agreements, while ggLeap’s security features maintain a safe gaming environment. With analytics, remote management, and integration with ggRock for efficient updates, our solution supports scalability and ease of use, empowering Virginia Tech’s esports program with a robust, user-friendly ecosystem.

REQUIREMENTS

1) License Procurement

Vendor must assist in the purchase and installation of licenses for commonly played competitive and casual esports titles across PC, Xbox, and PlayStation platforms. Titles may include (but are not limited to):

a. Valorant	Free
b. League of Legends	Free
c. Rocket League	Free
d. Overwatch 2	Free
e. Fortnite	Free
f. Apex Legends	Free
g. Call of Duty	\$87.49
h. FIFA	\$87.49
i. NBA 2K	\$87.49
j. Super Smash Bros	\$74.99



VI. STATEMENT OF NEEDS/SCOPE OF WORK:

A. Installation, Support and Warranty Requirements

Esport Supply is dedicated to supporting Virginia Tech University by expertly managing the procurement and installation of digital game licenses for a diverse array of competitive and casual esports titles across PC, Xbox, and PlayStation platforms, including but not limited to popular titles such as *Call of Duty*, *League of Legends*, *Rocket League*, and others specified in the RFP. Our team will collaborate closely with university staff to identify and source the required licenses, ensuring full compliance with platform-specific requirements and publisher agreements.

We streamline the process by securing the licenses that align with the university's esports program needs. Using the ggLeap platform, we ensure seamless installation and integration of all licenses into the gaming systems, enabling immediate access for students and esports team members. Our solution includes configuring licenses for both free-to-play and premium titles, with optional Single Sign-On (SSO) integration for user convenience and security. Esport Supply guarantees that all licenses are properly installed, activated, and maintained, delivering a hassle-free experience for both players and administrators while supporting the operational and competitive goals of Virginia Tech's esports facility.

2) PC Game Platforms

Vendor must support management through centralized platforms such as Steam, Epic Games Store, Riot Client, Battle.net, etc

Esport Supply leverages ggLeap from ggCircuit to provide seamless management of PC game platforms, including Steam, Epic Games Store, Riot Client, Battle.net, and others. The platform's backend tools enable centralized deployment, version control, and license management, ensuring efficient software updates and platform integrity with minimal administrative effort, supporting a smooth and reliable gaming experience for Virginia Tech's esports facility.

3) Console Games

Games should be digitally licensed and installed on the Xbox Series X and PlayStation 5 consoles using shared or institutional accounts where allowed.

Esport Supply will manage the procurement and installation of digitally licensed console games for Virginia Tech University's esports facility, ensuring all titles on Xbox Series X and PlayStation 5 consoles are fully compliant with platform policies and accessible to users. Whenever permitted by platform terms, we will utilize shared or institutional accounts to streamline access for students and esports team members, enhancing convenience and operational efficiency. Our team will coordinate with Xbox and PlayStation networks to secure and install the required digital licenses for specified titles, ensuring seamless integration into the consoles. Using the ggLeap platform, we provide centralized management of these licenses, enabling easy monitoring and updates to maintain compliance and functionality, delivering a reliable and user-friendly gaming experience for the university's esports program.

VI. STATEMENT OF NEEDS/SCOPE OF WORK:

A. Installation, Support and Warranty Requirements

4) Account and Access Management

a. Provide centralized or scalable solutions for managing user access (e.g., shared university-owned accounts, game library access across all stations).

Esport Supply utilizes ggLeap from ggCircuit to deliver centralized and scalable account and access management for Virginia Tech's esports facility. The platform supports flexible login systems, including shared university-owned accounts, student credentials, or temporary guest access, tailored to user roles and events. This ensures seamless game library access across all stations while maintaining compliance with publisher requirements for shared and public environments, enhancing security and operational efficiency.

b. Ensure licensing complies with publisher Terms of Service, including for public/multi-user environments.

Licensing will be include with each game through the terms and services for each publisher.

5) Maintenance & Updates

Vendor must ensure all game licenses are installed, activated, and regularly updated as part of system setup.

Esport Supply, through ggLeap from ggCircuit, ensures all game licenses for Virginia Tech's esports facility are installed, activated, and consistently updated during initial setup and ongoing maintenance. Automated patching and validation processes prevent version conflicts and downtime, maintaining high system availability with minimal administrative effort, ensuring a seamless gaming experience.

6) Documentations

Vendor must provide a list of all games licensed and installed, license type (individual, bulk, or institutional), and associated account credentials or login instructions.

Esport Supply will provide Virginia Tech with comprehensive documentation detailing all licensed and installed games, including license types—whether individual, bulk, or institutional. This documentation will also include associated account credentials or clear login instructions, ensuring easy access and straightforward management for facility administrators.

RFP Section	Product	Description	Quantity	Price	Total Year 1	Total Year 2
A. Installation, Support and Warranty Requirements						
	Installation	Installation of computer hardware, furniture, and removal of all debris.	1	\$46,536.53	\$46,536.53	
	Support & Warranty	Remote help desk & support services Dedicated customer support team Tier 1 help desk hardware and software remote help desk provided via email, phone, and discord LAN management support for the club, varsity, and tournaments Warranty information included in questions above	1	\$11,940.00	\$11,940.00	\$11,940.00
3. Equipment Deliverables						
a. Gaming Computers						
	Zodiac Labs custom gaming PCs includes:	Intel Core Ultra 7 265 CPU Air Cooler NVIDIA GeForce RTX 5070 12GB OC Memory: 32GB 5600MHz DDR5 Storage: 1TB Microsoft Windows 11 Professional Power Supply: 850W 80+ Gold Z890 UD WIFI6E Motherboard Custom tuning Windows 11 base tune for maximum FPS, BIOS Optimization, GPU Optimization	36	\$2,199.00	\$79,164.00	
Gaming Peripherals (spec sheets included in RFP)						
	Monitor	MSI MN MAG 274CXF 27" Rapid VA 1920x1080p, 16:9 0.5ms, 280Hz, 2xHDMI/DP	36	\$198.00	\$7,128.00	
	Keyboard	MSI KB Vigor GK30 Gaming Keyboard Wired Membrane 6 zones RGB lighting	36	\$53.60	\$1,929.74	
	Mice	MSI Mouse Clutch GM08 Gaming Mouse Clutch GM08 Optica GAMING MOUSE w/USB Black	36	\$18.80	\$676.94	
	Mouse Pads	MSI Accessory AGILITY GD30 Gaming Mouse Pad Ultra-smooth low-friction	36	\$15.60	\$561.60	
	Headsets	MSI Headset MAESTRO 300 Gaming Headset	36	\$44.23	\$1,592.36	
Gaming Consoles and Displays						
	Xbox X	Xbox Series X 1TB Carbon Black	3	\$750.00	\$2,250.00	
	Playstation 5	PlayStation 5 console slim model	3	\$630.00	\$1,890.00	
	Nintendo Switch	Nintendo Switch 2	3	\$615.00	\$1,845.00	
	TVs	Samsung Q70D 64.5" Smart LED LCD TV 2024 4K UHD TV High Dynamic Range (HDR) Black Quantum HDR, Hybrid Log Gamma (HLG), HDR10+ Quantum Dot LED Backlight 3840 x 2160 Resolution	8	\$1,299.99	\$10,399.92	
	Console Gaming Hubs	Console Gaming Hub Laminate Black Edgeband Black Metal Finish Black Panel Accent Silver Northsea Base Legs w/ Glides *Logo on Door Standard Cutout Printed Backer *Logo on Side Custom Logo Printed Backer Display Display Stand *Logo file required in .AI or .EPS format to generate customer approval PRIOR to placing order.	3	\$1,738.35	\$5,215.05	
Furniture						
	Chairs	Spectrum Genova 2.0 Esports Chair Black	40	\$357.40	\$14,295.84	
	Desks	Evolution Esports Desk 36" X 30" Adj Black w/Black Edge	36	\$546.27	\$19,665.83	
	Locker	Esports Locker Black/Black	40	\$330.25	\$3,302.52	
	Locker	Esports Locker Toekick for the base of the locker bays	5	\$81.43	\$407.16	
	Soft Seating Couches	MOTIV Sofa Armless 2 Seat G2 Fabric Mikan (Orange)	2	\$1,839.01	\$3,678.01	
	Soft Seating Couches	MOTIV Sofa Armless 2 Seat G8 Fidget Garnet	4	\$2,579.81	\$2,579.81	
	Soft Seating Elements	BLENDER Wave Soft Seating G3 Utmost Iron	6	\$1,357.20	\$8,143.20	
	Soft Seating Elements	BLENDER Wave Soft Seating G2 Ridgecrest Ruby	6	\$1,244.10	\$7,464.60	
	Soft Seating Ottomans	Blender Hexagon Ottoman 19x18 G3 Utmost Iron	6	\$779.26	\$4,675.55	
	Collaboration / Conference Room Table	Optio Collaboration Table Laminate Black Edgeband Black Metal Finish Black Shape Arched Table Size 96"L x 48"W Table Height 30" Leg Option T Leg w/ Glides Cutout 1 None Cutout 2 None Gord Channel Gord Channel Display Option None	1	\$3,445.03	\$3,445.03	
	Shoutcaster	76"W Esports Double Shoutcaster Station Laminate Black Edgeband Black Metal Finish Black Column Accent Color Silver Northsea	1	\$2,907.80	\$2,907.80	
	Shoutcaster	76" Esports Double Shoutcaster Logo Panel if desired	1	\$228.46	\$228.46	
	Furniture Miscellaneous	Logo Setup Complex	1	\$525.00	\$525.00	

RFP Section	Product	Description	Quantity	Price	Total Year 1	Total Year 2
B. Game License Management						
1) License Procurement	PC game licenses	a. Valorant		Free	Free	
	PC game licenses	b. League of Legends		Free	Free	
	PC game licenses	c. Rocket League		Free	Free	
	PC game licenses	d. Overwatch 2		Free	Free	
	PC game licenses	e. Fortnite		Free	Free	
	PC game licenses	f. Apex Legends		Free	Free	
3) Console Games	Console game licenses	g. Call of Duty – license for each console 3 Xbox and 3 Playstation	6	\$87.49	\$524.93	\$524.93
	Console game licenses	h. FIFA – license for each console 3 Xbox and 3 Playstation	6	\$87.49	\$524.93	\$524.93
	Console game licenses	i. NBA 2K – license for each console 3 Xbox and 3 Playstation	6	\$87.49	\$524.93	\$524.93
	Console game licenses	j. Super Smash Bros – license for each Nintendo Switch 2	6	\$99.99	\$599.94	\$599.94
2) PC Game Platforms 4) Account and Access Management 5) Maintenance & Updates 6) Documentation 7) Cost Transparency	ggCircuit LAN management software solution will provide access to all items listed under PC Game Platforms, Account and Access Management, Maintenance & Updates. There is a library of over 1,000 games for the PCs that users can access from the ggCircuit solution. It also will include the following features: –Automated game updates –SSO integration –User management system –PC Security solution					
	ggCircuit costs	ggLeap Annual Site license – EDU 12 months ggLeap software subscription for a single campus up to 99 PCs	4	\$5,000.00	\$5,000.00	\$5,000.00
	ggCircuit costs	ggRock Annual Site License – EDU 12 months ggRock software subscription for a single campus up to 99 PCs	4	\$5,000.00	\$5,000.00	\$5,000.00
	ggCircuit costs	Managed Services ggRock server maintenance & support for single image: Daily Game, OS & driver Updates Dedicated Discord support channel for Updates and Requests 12 Months	4	\$6,500.00	\$6,500.00	\$6,500.00
	ggCircuit costs	On-site – North America Travel to client's location in North America. Help client's staff install ggRock server, boot PCs with proper bios settings, and train staff on ggLeap & ggRock best practices. Includes: 1 technician for 1-5 days onsite. Airfare, food, lodging, transportation, & insurance are all included	4	\$4,000.00	\$4,000.00	
	ggCircuit costs	ggRock Server – Standard – North America Configured Server: 64GB EEC Ram 8TB RAW Storage EPYC – 8 Core 40G sfp+ NIC 3Y manufacturer Warranty	4	\$9,400.00	\$9,400.00	
Total Year 1					\$274,522.67	
Total Year 2						\$30,614.72

**FOR REVISED PRICING - PLEASE SEE UPDATED
STATEMENT OF NEEDS/SCOPE OF WORK - COSTS
ATTACHED UNDER THE NEGOTIATION SUMMARY**

REFERENCES

Company Name: The University of Oklahoma



Company Name: Pennsylvania State University



Company Name: Southern University Law Center



Company Name: Gallaudet University



Company Name: Ottawa University Contact



Company Name: Missouri Western State University



Company Name: University of New England



Company Name: SUNY Jamestown Community College



 **CHICOSTATE
WILDCAT GAMING LOBBY**
A Program of Recreational Sports

GAMING LOUNGE AREA

**ESPORT
SUPPLY**



iRACING ROOM



**ESPORT
SUPPLY**



**ESPORTS VARSITY
TEAM ROOM**

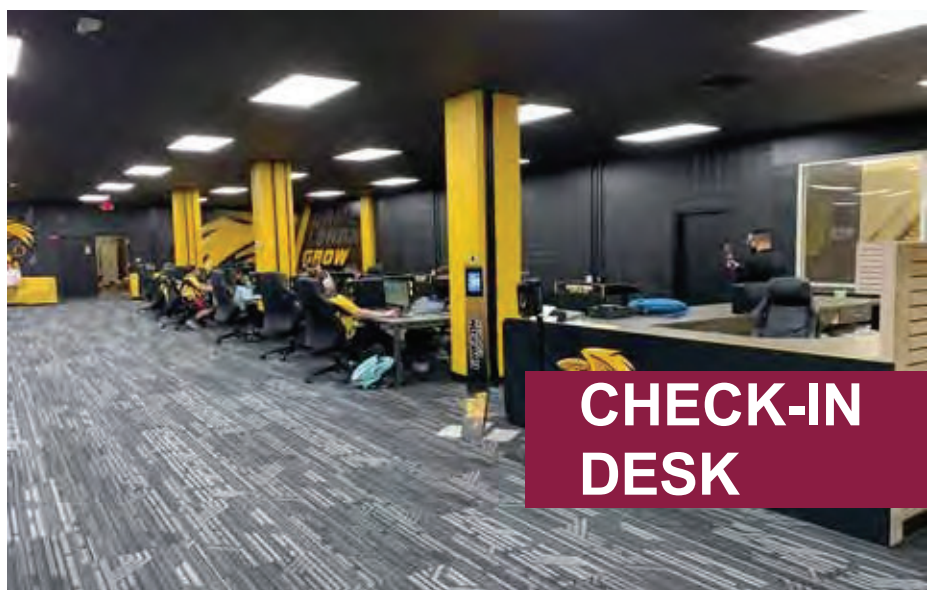


SHOUTCASTING



GRIFFON
ESPORTS

ESPORT
SUPPLY



CHECK-IN
DESK



APPENDIX

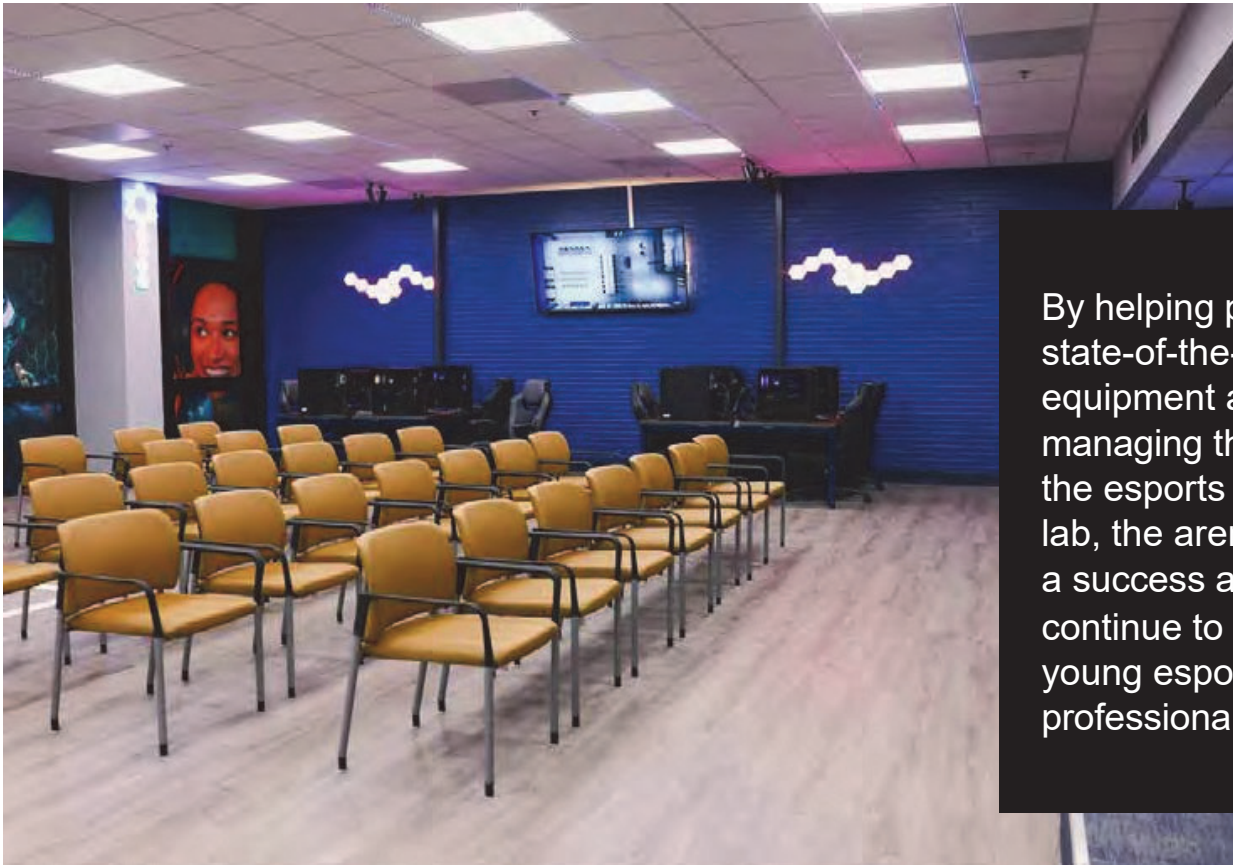
CASE STUDIES



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SOUTHERN UNIVERSITY LAW CENTER

ESPORTS INNOVATION LAB



By helping provide state-of-the-art equipment and project managing the launch of the esports innovation lab, the arena has been a success and aims to continue to bring in more young esports professionals.

ESPORT SUPPLY WORKED WITH SOUTHERN UNIVERSITY LAW CENTER TO HELP REACH ALL OF THEIR ESPORTS ARENA NEEDS.

The lab is purposed to not only highlight high level esports competition, but also becoming a valuable resource for career exploration and professional development. Esport Supply helped equip the space with 34 powerful gaming PCs. This includes their practice area, competition stage, and broadcasting area. SULC now offers 5 esports industry related courses in their curriculum. The lab will allow for students to harness their skills to compete in national and international tournaments.

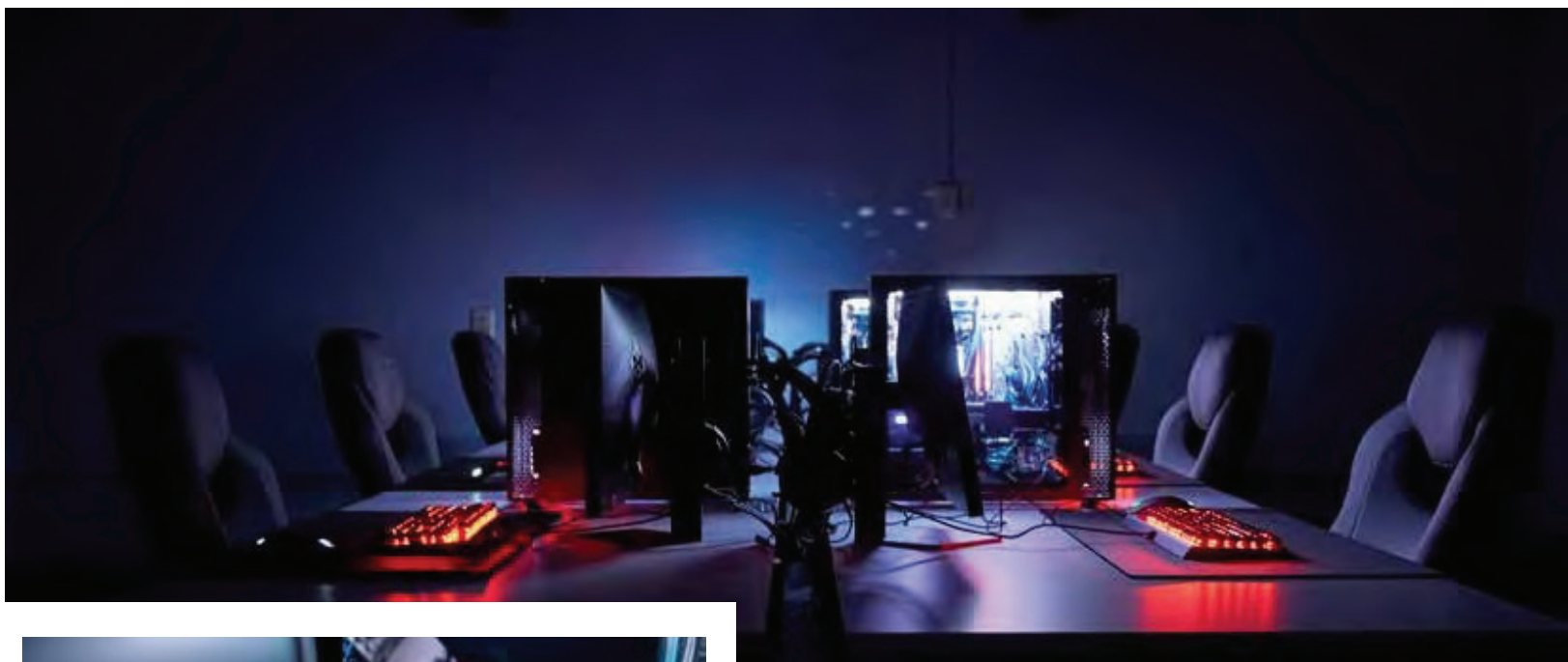
By helping provide state-of-the-art equipment and project managing the launch of the esports innovation lab, the arena has been a success and aims to continue to bring in more young esports professionals.

**3D
DESIGN**

34

GAMING
PCS,
DESKS
AND
CHAIRS

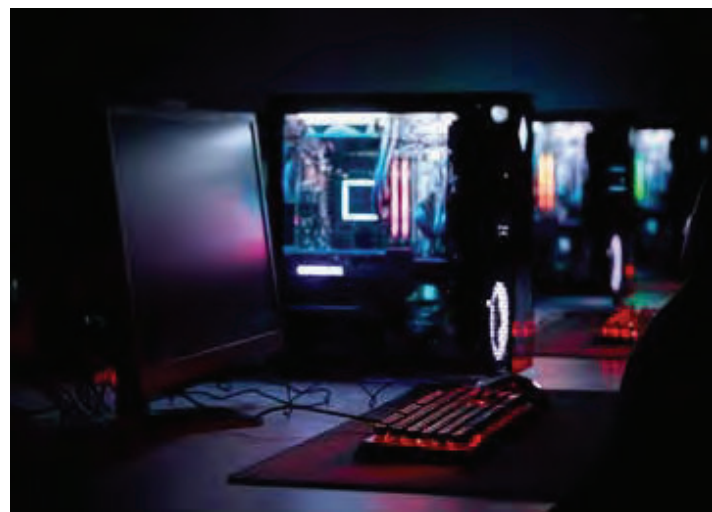
- Main Stage Competition Area
- Lounge Area
- Console Gaming Area
- Esport Supply Academy
- Esport Remote Help Desk



SUNY JAMESTOWN COMMUNITY COLLEGE

**THE GAMING FACILITY OPENED TO
STUDENTS ON DECEMBER 2, 2022.**

The space includes an area for competitions with mezzanine spectator seating, a team meeting and practice room, coaches office, and a space for console games and concessions.



The facility will serve as a host site for regional high school tournaments and other competitions. Students began school sanctioned competition in the new space beginning January 2023. The college is also exploring adding an esports management degree program to its academic offerings!

20 GAMING STATIONS & LOUNGE AREA



NORTHERN KENTUCKY UNIVERSITY - NEWPORT ON THE LEVEE ESPORTS VENUE FEASIBILITY

The customer leveraged Esport Supply and to complete a feasibility study to determine the technical, market, and financial feasibility of an esport arena that included staging, LAN center, mixed-use lounge area, and production studio facilities. The location was in an abandoned Imax Theatre located at the Newport on the Levee in Newport Kentucky. 95% of the project planning proposed the additions of connectivity, furniture systems, gaming hardware, and audio visual equipment. 5% of the project planning was dedicated to renovations to include a snack bar for food and beverage options. The feasibility portion of the project took 90 days from inception to completion. This project is similar in that we did a full technical, market, and financial analysis on the proposed space that gave the university the data to understand if their proposed plan aligned with the requirements and needs of the space and additional stakeholders. We did not provide design work as part of the scope of services, because understanding the infrastructure upgrades, total addressable market, and the P&L Statements we needed to guide the design of venue itself, taking into consideration what stakeholder expectations were within a certain budget framework.

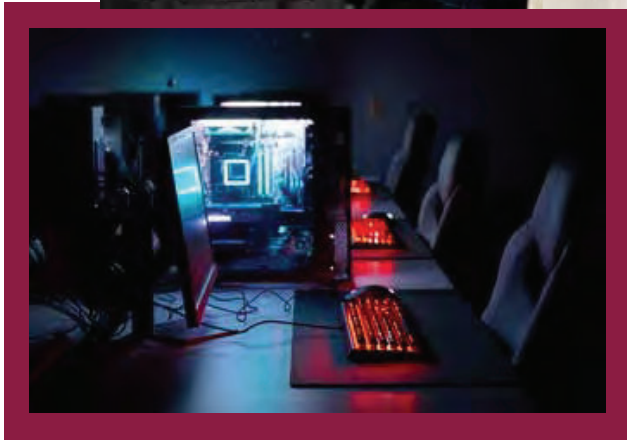
Summary of Deliverables

- › Esports Executive Summary
- › Site and Local Area Overview
- › Esports Program Outreach
- › Feasibility Study for the Competitive Facility Analysis

Services provided:

- › Technical analysis and recommendations
- › Compared benefits to university vs private investors
- › Total addressable market analysis
- › ProForma P&L
- › Comparable venue analysis
- › Recommended operational models

Size: 29,500 square feet

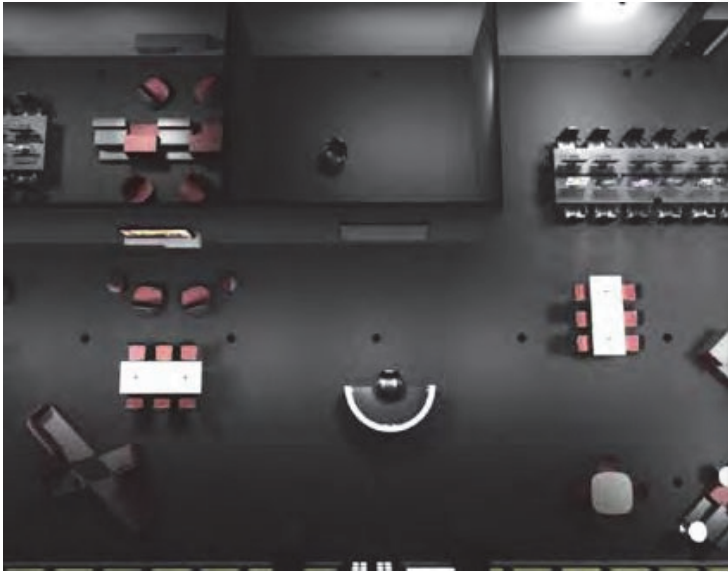


CALIFORNIA STATE UNIVERSITY | CHICO

Esport Supply began by conducting a thorough analysis of California State Chico's esports program. We assessed the current state of the program, including the number of participants, available resources, and the school's goals for the future of esports. Based on the findings, **Esport Supply** helped equip **CSUC** with fully fitted gaming stations. The space features a diverse array of video games, PC games, board games, and even a vintage Pac Man game.

It serves as a place for members of the esports gaming club as well as students who just want to hang out and play video games. The space provides a sense of community and a positive social atmosphere.





32 GAMING STATIONS

(PC's, Peripherals, Desks,
Chairs)

Esport Supply was able to create a feasibility study for Saint Xavier that revealed the current interest of esports on campus, recommended what steps SXU needed to take in order to bring the community to life, and helped plan out what the future of an esports team would look like.



SAINT XAVIER UNIVERSITY

Esport Supply worked with **Saint Xavier University** to help plan and build out their newest co-ed sport, esports.

With the help of administrators and the passion from the students, Esport Supply helped structure a program that would attract all sorts of gamers around campus and in so giving them a space to grow a community and relationships. With 32 Gaming Stations, a plethora of lounge space with several console gaming areas, coach's room, and a designated team room. Everything a student needs to be successful inside and out of the game. The team offers a wide array of roles to take part in including broadcasting, production, social media, and team management.





THE FEASIBILITY STUDY ALLOWED UTAH STATE UNIVERSITY TO GAIN A BETTER UNDERSTANDING OF ESPORTS ON CAMPUS AND THE RESOURCES IT NEEDS TO GROW.

UTAH STATE UNIVERSITY

Esport Supply worked with **Utah State University** to put together a feasibility study showcasing why bringing esports to their campus is important. The feasibility study covered market feasibility, community feedback, local area assessment, facility recommendations, and financial feasibility. The study was then presented to Utah State's administration.

Throughout the study, a survey was distributed that engaged the entire student body via email, doing so allowed Esport Supply to evaluate the preexisting esports and gaming interest at Utah State University and it was clear that there was a strong desire from students for an esports space. The survey also revealed the interest in community and competitive usage and barriers that blocked students from participating such as lack of space, lack of equipment, and time management.

“ We have been very busy working with key stakeholders on campus to identify a location to renovate for our Esports Arena. The information was very helpful in our efforts to tell the story of Esports at USU and future opportunities. ”

- **Daniel Lawrence**
Director of
Campus
Recreation

MIDWESTERN STATE UNIVERSITY TEXAS LEGACY HALL GAMING SPACE



MSU, Texas is leveraging Esport Supply to guide and advise them in building both a competitive varsity team and dedicated esports space. Esport Supply will utilize its partnerships and networks to assist MSU, Texas with developing a strategy and budget to start and grow its esport program, focusing on student growth and participation.

75% of the project planning proposed the additions of connectivity, furniture systems, gaming hardware, and audio visual equipment. 25% of the project planning was dedicated to renovations to remove a kitchenette, and convert it into a casual console gaming lounge. The feasibility portion of the project took 90 days from inception to completion.

This project is similar in that we helped the university define the scope and budget for the project, in addition to providing technical, market, and financial feasibility analysis, we helped the university understand the total addressable market for collegiate esports in Texas over the next 3 years, so they could produce a ProForma P&L Statement to present to the Budget Oversight Committee. Our analysis took into account connectivity, gaming equipment, furniture, and renovations to the space.



Summary of Deliverables

Contracted Responsibility: Prime professional

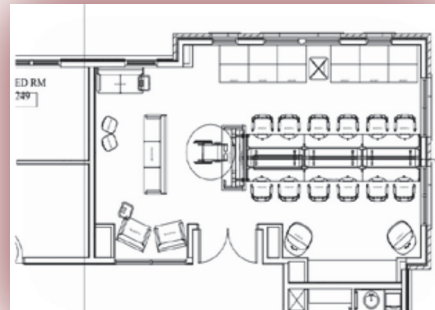
- › Esports industry overview
- › Texas total addressable market overview
- › Esports and resident life plan
- › Esports pro-forma profit and loss statement

Services Provided

- › Infrastructure and Connectivity Audit
- › Technical Audit
- › Player Recruitment Guidance
- › Interior Design Planning
- › Gaming Hardware Analysis and Recommendations
- › Dedicated Project Manager Software:
- › Player management
- › Broadcast & Shout-Casting
- › Esport game management & IT architecture
- › Player Leadership Development
- › Dedicated Esport Program Advisor

Procurement services for connectivity, interior design, hardware, and software

- › **Size:** 610 square feet





Esport Supply
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**ESPORT
SUPPLY**

Negotiation Summary

Negotiation Questions for Esport Supply
RFP#443882501

1. As part of Virginia Tech standard procedures, all awarded contracts will be publicly posted on an online contracts portal. Is there any information included that would be used to identify or harm a person's identity, finances or personal information? If so, please provide a redacted copy of your proposal.

No

2. End of Contract Service Transition Expectations: If or when a transition of service to another provider is required (end of contract life or otherwise), the university would require the incumbent firm to cooperative fully in a successful transition of services. Explain any requirements your firm might have in preparing for such a transition of services. Additionally, please indicate your willingness to establish a transition plan alongside the new provider of service which may include but not be limited to sharing important data and/or existing service information via a cooperative knowledge transfer process.

Yes, Esport Supply will fully assist the University in ensuring a seamless transition of services to a new provider at the end of the contract or otherwise. We are committed to cooperating and developing a collaborative transition plan, including:

- Knowledge Transfer: We will share critical service data, such as configurations and performance metrics, in a secure, compatible format.
- Data Sharing: All relevant data will be transferred in compliance with university policies and data privacy regulations.
- Support and Training: We will provide documentation and consultation and, if needed, to the new provider to ensure continuity.

We request 60-90 days' notice, a clear transition scope, and access to relevant stakeholders to facilitate the process. Esport Supply is dedicated to a professional, transparent transition with minimal disruption

3. Cost to the University is a major component of this solicitation and one of the 5 factors considered during the award process. With this in mind, please submit your best and final pricing for consideration.

See attachment labeled (Statement of Needs_Scope of Work - Virginia Tech RFP Response - Costs (Updated) 9-3-2025)

4. Are the prices provided with your proposal as favorable (or more favorable) as pricing provided to other Higher Educational Institutions?

Pricing provided to Virginia Tech is more favorable than to other higher education institutions.

5. Does Esport Supply, LLC agree to provide monthly invoices with payment due thirty (30) days after receipt of invoice or goods/services, whichever is later?

Esport Supply agrees to provide monthly invoices for goods and/or services rendered. Payment shall be due thirty (30) days after the University's receipt of the applicable invoice or the receipt of goods/services, whichever occurs later.

6. If awarded a contract, do you agree to limit price increases to no more than the increase in the Consumer Price Index, CPI, "All Items Category" for the latest twelve

(12) months for which statistics are available at the time of renewal or 3 percent, whichever is less?

Yes

7. Are you registered with and willing to participate in the eVA internet procurement solution described in the terms and conditions of the RFP?

Yes. We are registered already with eVA. We have an account and a VLIN number as well in our profile.

8. Are the prices for all goods/services listed in your proposal inclusive of all applicable [eVA system transaction fees](#)?

Yes

9. Will Esport Supply, LLC agree to participate in the [Wells One AP Control Payment System](#)?

Yes

10. Is Esport Supply, LLC willing to provide a report at the end of each Virginia Tech Fiscal Year detailing the money saved by the University by utilizing this contract? Virginia Tech's Fiscal Year ends June 30th of each year.

Yes

11. Do you agree that the initial contract period shall be one (1) year?

Yes

12. Upon completion of the initial contract period, does Esport Supply, LLC agree that the contract may be renewed by Virginia Tech upon written agreement of both parties for two (2) two-year periods, under the terms of the current contract?

Yes

13. Prior to renewal does Esport Supply, LLC agree to revaluated pricing to be sure Virginia Tech is receiving the best possible discount or rate structure Esport Supply, LLC can provide?

Yes

14. Please describe Esport Supply, LLC process for handling damaged, incorrect, or otherwise unacceptable goods?

In the event that equipment arrives damaged, incorrect, or otherwise unacceptable, we will promptly coordinate the return and replacement process. Our team will work directly with the manufacturer or vendor to resolve the issue, leveraging warranty coverage where applicable.

The Zodiac Labs Custom PCs are equipped with a two-year parts and service warranty that provides direct support for repair or replacement, while peripherals are covered by a one-year manufacturer's warranty. Esport Supply manages this process end-to-end including any RMA needs, ensuring that replacement products are shipped and installed as quickly as possible to minimize disruption.

15. Do you agree that you will be performing services as an Independent Contractor, Company, Corporation or other business entity and are not an employee of Virginia Tech or any other Commonwealth Entity?

Yes

16. Do you further agree that Virginia Tech will not withhold any income taxes from its payments to contractors nor will it provide any employment benefits to the contractor or contractor's employees?

Yes

17. Please describe Esport Supply, LLC process for addressing any service-related issues.

The process for any service-related issues during the project management and installation process will be handled by the project manager and the Virginia Tech team can also call or email us with any issues. After the installation process, the Virginia Tech team can contact our support team and they will process all issues. Virginia Tech can submit any tickets, or issues via phone, email, or Discord.

18. How soon after contract award can you begin providing services?

As soon as the contract is awarded we will start immediately on providing services. We will also begin the process with scheduling a kickoff meeting with all the key stakeholders from Virginia Tech and with Esport Supply. We will work with your team to understand all deliverables awarded and project manage the whole process with your team.

19. Do you acknowledge, agree and understand that your contract is not exclusive, and that Virginia Tech cannot guarantee a minimum amount of business if a contract is awarded to your company?

Yes

20. Do you acknowledge that prior to commencing any work related to this contract, you must be in receipt of a Purchase Order?

Yes. We will start work once we have a purchase order in hand to begin work.

21. Does the vendor agree that no import customs clearance fees, customs duties, taxes, or other costs or fees shall apply to this order?

Yes. We would ask that Virginia Tech provides us with a copy of your tax exempt certificate.

22. Does the vendor acknowledge, agree, and understand that the terms and conditions of the RFP # 443882501 shall govern the contract if a contract is awarded to your company?

Yes

23. Please submit a W-9 on the current IRS Form Revision, and a copy of your Certificate of Insurance that meets the requirements of the solicitation.

Both our W-9 and Certificate of Insurance are attached.

Statement of Needs / Scope of Work - Costs						
RFP Section	Product	Description	Quantity	Price	Total Year 1	Total Year 2
A. Installation, Support and Warranty Requirements						
	Installation	Installation of computer hardware, furniture, and removal of all debris.	1	\$45,372.57	\$45,372.57	
	Support & Warranty	- Remote help desk & support services - Dedicated customer support team - Tier 1 help desk - hardware and software remote help desk - provided via email, phone, and discord - LAN management support for the club, varsity, and tournaments - Warranty information included in questions above	1	\$11,940.00	\$11,940.00	\$11,940.00
3. Equipment Deliverables						
a. Gaming Computers						
	Zodiac Labs custom gaming PCs includes:	- Intel Core Ultra 7 265 - CPU Air Cooler - NVIDIA GeForce RTX 5070, 12GB OC - Memory: 32GB 5600MHz-DDR5 - Storage: 1TB - Microsoft Windows 11 Professional - Power Supply: 850W 80+Gold - Z890 UD WIFI6E Motherboard - Custom tuning Windows 11 base tune for maximum FPS, BIOS Optimization, GPU Optimization	36	\$2,149.00	\$77,364.00	
Gaming Peripherals (spec sheets included in RFP)						
	Monitor	MSI MN MAG 274CXF 27" Rapid VA 1920x1080p, 16:9 0.5ms, 280Hz, 2xHDMI/DP	36	\$168.03	\$6,048.95	
	Keyboard	MSI KB Vigor GK30 Gaming Keyboard Wired Membrane 6 zones RGB lighting	36	\$29.74	\$1,070.60	
	Mice	MSI Mouse Clutch GM08 Gaming Mouse Clutch GM08 Optica GAMING MOUSE w/USB Black	36	\$18.80	\$676.94	
	Mouse Pads	MSI Accessory AGILITY GD30 Gaming Mouse Pad Ultra-smooth low-friction	36	\$15.60	\$561.60	
	Headsets	MSI Headset MAESTRO 300 Gaming Headset	36	\$27.27	\$981.59	
Gaming Consoles and Displays						
	Xbox X	Xbox Series X 1TB Carbon Black	3	\$688.85	\$2,066.55	
	Playstation 5	PlayStation 5 console slim model	3	\$630.00	\$1,890.00	
	Nintendo Switch	Nintendo Switch 2	3	\$573.85	\$1,721.55	
	TVs	Samsung Q70D 64.5" Smart LED-LCD TV 2024 - 4K UHD TV - High Dynamic Range (HDR) - Black Quantum HDR, Hybrid Log Gamma (HLG), HDR10+ - Quantum Dot LED Backlight - 3840 x 2160 Resolution	8	\$1,299.99	\$10,399.92	
	Console Gaming Hubs	Console Gaming Hub Laminate Black Edgeband Black Metal Finish Black Panel Accent Silver Northsea Base Legs w/ Glides *Logo on Door Standard Cutout Printed Backer *Logo on Side Custom Logo Printed Backer Display Display Stand *Logo file required in .AI or .EPS format to generate customer approval PRIOR to placing order.	3	\$1,738.35	\$5,215.05	
Furniture						
	Chairs	Spectrum Genova 2.0 Esports Chair Black	40	\$357.40	\$14,295.84	
	Desks	Evolution Esports Desk 36" X 30" Adj - Black w/Black Edge	36	\$546.27	\$19,665.83	
	Locker	Esports Locker Black/Black	10	\$330.25	\$3,302.52	
	Locker	Esports Locker Toekick for the base of the locker bays	5	\$81.43	\$407.16	
	Soft Seating Couches	MOTIV Sofa Armless 2 Seat G2 Fabric Mikan (Orange)	2	\$1,839.01	\$3,678.01	
	Soft Seating Couches	MOTIV Sofa Armless 2 Seat G8 Fidget Garnet	1	\$2,579.81	\$2,579.81	
	Soft Seating Elements	BLENDER Wave Soft Seating G3 Utmost Iron	6	\$1,357.20	\$8,143.20	
	Soft Seating Elements	BLENDER Wave Soft Seating G2 Ridgecrest Ruby	6	\$1,244.10	\$7,464.60	
	Soft Seating Ottomans	Blender Hexagon Ottoman 19x18 G3 Utmost Iron	6	\$779.26	\$4,675.55	
	Collaboration / Conference Room Table	Optio Collaboration Table Laminate Black Edgeband Black Metal Finish Black Shape Arched Table Size 96"L x 48"W Table Height 30" Leg Option T-Leg w/ Glides Cutout 1 None Cutout 2 None Cord Channel Cord Channel Display Option None	1	\$3,445.03	\$3,445.03	
	Shoutcaster	76"W Esports Double Shoutcaster Station Laminate Black Edgeband Black Metal Finish Black Column Accent Color Silver Northsea	1	\$2,907.80	\$2,907.80	
	Shoutcaster	76" Esports Double Shoutcaster Logo Panel - if desired	1	\$228.46	\$228.46	
	Furniture Miscellaneous	Logo Setup - Complex	1	\$525.00	\$525.00	

B. Game License Management						
1) License Procurement	PC game licenses	a. Valorant		Free	Free	
	PC game licenses	b. League of Legends		Free	Free	
	PC game licenses	c. Rocket League		Free	Free	
	PC game licenses	d. Overwatch 2		Free	Free	
	PC game licenses	e. Fortnite		Free	Free	
	PC game licenses	f. Apex Legends		Free	Free	
3) Console Games	Console game licenses	g. Call of Duty - license for each console 3 Xbox and 3 Playstation	6	\$87.49	\$524.93	\$524.93
	Console game licenses	h. FIFA - license for each console 3 Xbox and 3 Playstation	6	\$87.49	\$524.93	\$524.93
	Console game licenses	i. NBA 2K - license for each console 3 Xbox and 3 Playstation	6	\$87.49	\$524.93	\$524.93
	Console game licenses	j. Super Smash Bros - license for each Nintendo Switch 2	6	\$99.99	\$599.94	\$599.94
2) PC Game Platforms 4) Account and Access Management 5) Maintenance & Updates 6) Documentation 7) Cost Transparency	ggCircuit LAN management software solution will provide access to all items listed under PC Game Platforms, Account and Access Management, Maintenance & Updates. There is a library of over 1,000 games for the PCs that users can access from the ggCircuit solution. It also will include the following features: - Automated game updates - SSO integration - User management system - PC Security solution					
	ggCircuit costs	ggLeap Annual Site license - EDU 12-months ggLeap software subscription for a single campus up to 99 PCs	1	\$5,000.00	\$5,000.00	\$5,000.00
	ggCircuit costs	ggRock Annual Site License - EDU 12-months ggRock software subscription for a single campus up to 99 PCs	1	\$5,000.00	\$5,000.00	\$5,000.00
	ggCircuit costs	Managed Services ggRock server maintenance & support for single image: Daily Game, OS & driver Updates Dedicated Discord support channel for Updates and Requests 12 Months	1	\$6,500.00	\$6,500.00	\$6,500.00
	ggCircuit costs	On-site - North America Travel to client's location in North America. Help client's staff install ggRock server, boot PCs with proper bios settings, and train staff on ggLeap & ggRock best practices. Includes: 1 technician for 1.5 days onsite. Airfare, food, lodging, transportation, & insurance are all included	1	\$4,000.00	\$4,000.00	
	ggCircuit costs	ggRock Server - Standard - North America Configured Server: 64GB EEC Ram 8TB RAW Storage EPYC - 8 Core 10G sfp+ NIC 3Y manufacturer Warranty	1	\$9,400.00	\$9,400.00	
Total Year 1					\$268,702.87	
Total Year 2						\$30,614.72