



EUROPEAN UNION RULE OF LAW MISSION IN KOSOVO EULEX KOSOVO

Ndertesa Farmed
“Muharrem Fejza” p.n.
Lagja e Spitalit
10 000 Pristina, Kosovo
Tel: + (386) 43 78 2000
<http://www.eulex-kosovo.eu>

CLARIFICATIONS (1)

PUBLICATION REFERENCE: EuropeAid/130007/C/SUP/XK Supply of Firearms Simulators

1. Questions regarding Part B; Draft Contract, General and Special Conditions of the Contract and Annexes

No	Reference	Clarifications
1	The general conditions and special conditions of the contract are not negotiable.	<p>Any request at the time of tendering (with the offer), i.e. after the deadline for submission of offers, to negotiate or amend the general and special conditions would lead to the rejection of the entire offer in accordance with article 20.1 of the instructions to tenderers.</p> <p>Any request to negotiate the general and special conditions after the award approval i.e. any refusal to sign the contract without amendments, would lead to the application of the provisions of article 21.6 of the instruction to tenders. i.e.</p> <p><i>If the successful tenderer fails to sign and return the contract and any financial guarantee required within 30 days after receipt of notification, the Contracting Authority may consider the acceptance of the tender to be cancelled without prejudice to the Contracting Authority's right to seize the guarantee, claim compensation or pursue any other remedy in respect of such failure, and the successful tenderer will have no claim whatsoever on the Contracting Authority.</i></p>
2	Financial offers must be calculated on a basis of DDU. DDU (delivered duty unpaid)> - Incoterms 2000 International Chamber of Commerce - http://www.iccwbo.org/incoterms/id3040/index.html	The use of other Incoterms than DDU, would lead to the entire offer being rejected as administratively non compliant, in accordance with article 20.1 of the instructions to tenderers.

2. Questions regarding Technical Specifications

No	Item No/ & NO.	Question	Answer
1	Item 1/&3	<p>In item 1.3 and other similiar requirements, “video scenarios” term is confusing. Will system based on real video scenarios or scenarios produced by real time 3d computer generated Images (Virtual 3d scenarios)?</p> <p>It is not defined clearly. Could you clarify it please?</p>	<p>The system must be based on <u>REAL VIDEO</u> scenarios and <u>NOT</u> on scenarios produced by real time 3d computer generated Images.</p>
2	Item 1/&3	<p>Each Firearms Simulator must include the following pieces of equipment: Hard drive for storage of system software, system files, sound, video scenarios and trainee records. Sufficient Hard drive for storage of system software, system files, sound, video scenarios and trainee records</p>	<p>This relates to the storage size for files on the hard drive. The storage of video, sound etc. takes up large space but on top of this we require additional space for trainee records which we can potentially store on the hard drive. We have not specified an amount of hard drive space what is required in terms of storage capacity is :</p> <p>Sufficient Hard drive for storage of system software, system files, sound, video scenarios and trainee records.</p>

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