

ADDENDUM 1 TO THE NOTICE INVITING TENDER

(NIT/UPCA/UP T20/SEASON 2/2024/02)



FOR ENGAGEMENT OF VARIOUS SERVICE PROVIDERS

FOR UP T20

Frequently Asked Questions
(Based on queries raised by the prospective Bidders)

| Sr. No. | Query | Response |
|---------|---|---|
| 1. | What assumptions should be made for the financial bid submission for seasons 3 and 4? | The bid for seasons 3 and 4 (as mentioned in Schedule V of NIT) should be submitted assuming the same deliverables as specified for season 2 in NIT along with a detailed deviation formula for change in bid amount for variable parameters. |
| 2. | Which technology should be used for DRS | Decision Review System (DRS) as mentioned in Para I (A) (8) of Schedule III of NIT should be approved by International Cricket Council (ICC). |
| 3. | Should the broadcast signals be sent to the BT server for multiple takers? | Yes, as mentioned in Para I (A) (11) of Schedule III of NIT, BT connectivity is covered in the Scope of work. |
| 4. | What will be the primary language for overlay graphics and verbal communication? | The primary language for overlay graphics should be English, while verbal communication should be done mainly in Hindi, with appropriate mix of English language as per the requirement. |
| 5. | Should international commentators be sourced from outside India? | International commentators used in NIT shall include Indian international commentators who can speak fluent Hindi. |
| 6. | Whether Ultra Slomo camera kit is included in Scope of work? | No, however the Bidder may include the same under Broadcast enhancement technologies as mentioned in Para I (A) (10) of Schedule III of NIT by providing full specifications and additional cost separately in the Bid. |

Note: No FAQ on issues that are self-explanatory as per NIT had been included.

This addendum 1 is being issued with the approval of the competent authority.

For and on behalf of

Uttar Pradesh Cricket Association

Sd/-

Devender Singh Chauhan

Chairperson, Governing Council

19.07.2024