

Corporation for Relentless Uber-Special Hazards (CRUSH) to Humanity

REQUEST FOR PROPOSAL

The Landmark & Obscure Object Trafficking (LOOT) Project

RFP NO. 2021-824

ISSUED: 24 August 2021

CLOSING TIME: 9 December 2021, 5:00 pm

CLOSING LOCATION: WBC 309
Cyberspace via YCP Portal

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1.0 INTRODUCTION.

CRUSH Humanity Inc. a supranational, self-exempted 501(C)(3) organization in accordance with miscreant policies of the Dark Web, is accepting proposals from qualified thieves of mythic proportions (“contractor”) to relocate historic structures, national monuments, and/or national landmarks, and to misappropriate historical artifacts of national significance for the purpose of subjugating and coercing nation state leadership and bending them to our will. Interstellar suppliers will be considered pending execution of a Memorandum of Understanding to secure an intergalactic alliance excluding Her Eminence, the CEO of CRUSH Humanity and C-suite henchmen from subjugation by an alien race. Please review the following pages for complete information about the proposal process.

2.0 BACKGROUND AND GENERAL STATEMENT OF WORK

2.1 Regulatory Guidelines. The work required under this Scope of Work (SOW) falls under the auspices of the Dark Web. We serve no master but ourselves, but you shall serve us. Qualified suppliers will be annexed to CRUSH Humanity by any means necessary, including legal/illegal contracts.

2.1.1 Summary: CRUSH Humanity is seeking engineering, design, relocation, and construction services to seize and relocate structures, monuments, or landmarks of historical significance to pathetic, law-abiding sheeple citizenry of organized nation states. Acquisition and commandeering of significant national artifacts will also be considered. The Contractor shall perform this in accordance with all applicable laws and regulations. Multiple contract awards are anticipated.

2.1.2 Timeline: CRUSH Humanity expects to achieve world domination in 2021. Unsuspecting patsies have secured target objects with traditional security systems and personnel. CRUSH Humanity & contractor will have to work against unsuspecting patsies to ensure the structures or artifacts are moved at the earliest convenience, and in the shortest amount of time possible.

2.1.3 Scope of Work: The Scope of Work shall include, but is not limited to:

- Complete engineering & architectural design for the seizure and relocation of the structures, and/or museum to house commandeered artifacts
- Aesthetic design of display location(s) such that Her Eminence, the CEO of CRUSH Humanity and favored henchmen can revel in their global dominance
- Develop either a doomsday weapon OR army of robot minions. Special consideration will be given to contractors offering BOTH a

doomsday weapon of extraordinary innovation/dubious operational capability, AND minion robotic army

- Deliver up to two (2) presentations of proposed display designs, and powerful weapon/army during untraceable, Dark Web, virtual meetings of the Diabolical Innovative Villain Association (DIVA) to demonstrate worthiness of association with CRUSH Humanity and to inspire jealousy and covetousness of rival supervillains
- Coordinate, oversee, and conduct seizure/relocation operations, and installation on receiving site. Restoration and repair of any damage to CRUSH Humanity property is required in order to receive remuneration.
- CRUSH Humanity requests the proposer explore the use of “volunteer” labor and/or minion robot army to assist in seizure/relocation activities, and to create plausible deniability of any association with the aforementioned activities.

3.0 SPECIFIC REQUIREMENTS

3.1 (TASK 1) Seizure/Relocation Plan

- 3.1.1** Develop operational plan for the seizure and relocation of one (1) or more structure(s), monument(s), and/or landmark(s) of historical significance OR commandeering of national artifacts and/or treasures of significance to pathetic, law-abiding sheeple citizenry of organized nation states.
- 3.1.2** Plan should include description of target nation and expected outcomes from the operation, including anticipated pandemonium, havoc, and/or mayhem; disruption of the continuity of government, and potential for exploitation of disorder and national turmoil.
- 3.1.3** **Supervillain Team.** Propose one (1) team of supervillains to execute the operation. The team must include no fewer than three (3) villainous scum, of which at least one (1) member should possess ultrahuman capabilities. However, your team may be as large as you deem necessary based on the scale of the threat scenario you intend to create.
- 3.1.4** **Support Personnel.** Identify all additional staffing needed to support the supervillain team, include a minimum of three support areas (transportation, logistics, community engagement, project management, R&D, IT, marketing, HR, contract management, etc.), and identify whether these members of the team are complicit or coerced.

- 3.1.5** Contractor shall submit a “Draft” of the plan to be reviewed by CRUSH Humanity during a Preliminary Design Review, and a “Final” version of the plan incorporating any additions from Her Eminence, the CEO of CRUSH Humanity & C-suite henchmen.

3.2 (TASK 2) Curation, Display, and Installation Plan.

- 3.2.1 Site Plan.** Develop an aesthetically pleasing site display for each seized structure, monument, or landmark **AND/OR** an aesthetically pleasing site and architecturally interesting museum structure to house stolen artifacts with a 300 acre site. Indicate what portion of the 300 acre site will be required to properly display your structure, monument, landmark, and/or museum to full advantage so as to please Her Eminence the CEO of CRUSH Humanity.
- 3.2.2 Landscaping.** Develop a landscaping plan that includes poisonous and dangerous plant species, and or endangered, rare plant species that support and reinforce the aesthetics of the structure, monument, landmark, and/or museum.
- 3.2.3 Curation of Artifacts.** If you are commandeering national treasures and/or artifacts, present a curated design for the exhibit within the museum. Ensure interactive aspects of the design such that Her Eminence, the CEO of CRUSH Humanity may luxuriate in her possession of these rare objects and lord them over those she wishes to control.

3.3 (TASK 3) One Doomsday Weapon AND/OR Robot Minion Army

- 3.3.1** Develop and build one extremely innovative doomsday weapon of dubious operational capability to be used in subjugation of national governments, their citizenry, and other sheeple in order to support recruitment of “volunteers” and/or to create disorder & general mayhem

AND/OR

- 3.3.2** Develop and build an army of robotic minions which can support the operational plan for seizure & relocation of structure, monument, landmark, and/or artifacts.

**** Note:** it is not necessary to develop both a doomsday weapon and a robotic minion army

- 3.4 (TASK 4) Seizure, Relocation, and Installation.** The Contractor shall execute both the seizure & relocation plan, and the curation, display, and installation plan as approved by Her Eminence, the CEO of CRUSH Humanity.

4.0 Request for Proposals Process

4.1 Receipt Confirmation. Each offeror will submit confirmation of receipt of this RFP to the CRUSH Humanity Point of Contact (POC) in accordance with Figure 9.9 in the Goetsch manual.

4.2 Enquiries. Questions regarding this RFP may be submitted in writing to the CRUSH Humanity POC. Questions may be asked during informational meetings or via email. All answers will be made available to all bid teams.

4.3 Closing Time and Location. All interim documents and final submissions must be submitted to the CRUSH Humanity POC on the required dates by 5pm.

4.3.1 Project Initiation: 16 September 2021

4.3.2 Work Breakdown Structure: 28 September 2021

4.3.3 Schedule: 19 October 2021

4.3.4 Project Documentation: 9 November 2021

4.3.4.1 HR Plan

4.3.4.2 Communication Plan

4.3.4.3 TQM Plan

4.3.4.4 Risk Management Plan

4.3.4.5 Procurement Plan

4.3.5 Cost Estimate: 23 November 2021

4.3.6 In progress project updates: As required

4.3.7 Presentation of proposal: 9 December 2021

4.4 Late Proposals. Late submission of interim documents or final proposals will result in a reduced overall score.

4.5 Evaluation and Selection. Evaluation of proposals to seize, relocate, and install structures, monuments, landmarks, and/or national treasures/artifacts, will be in accordance with the evaluation criteria in section 6.0 of this RFP.

5.0 Proposal Preparation

5.1 Interim Document submission.

5.1.1 Project initiation documents will include:

5.1.1.1 Project charter (see figures 3.5 & 3.6 in the Goetsch manual)

5.1.1.2 Stakeholder Register (see figure 3.7 in the Goetsch manual)

5.1.1.3 List of team members and associated skills

5.1.2 Work Breakdown Structure

5.1.3 Schedule

5.1.4 Human Resources Plan, Communication Plan, Risk Management Plan, Contract Plan.

5.1.5 Cost Estimate

5.1.6 In progress project execution: updated cost, schedule, and risk documents

5.2 Proposal Preparation costs. There will be no reimbursement for proposal preparation.

5.3 Signed Proposals. Proposals must be signed by each member of the project team acknowledging that the ideas presented are their own. If there are ideas that were suggested by people not on the team, this must be acknowledged through a subcontract agreement with the external agents.

5.4 Firm Pricing. For the purposes of this proposal, the cost of FFP activities will be derived from similar activities. This includes site surveys, report preparation, and project management activities.

5.5 Time & Materials Pricing. The contractor will work to limit unnecessary damage to seized and commandeered structures, monuments, landmarks, and/or national treasures/artifacts to ensure aesthetically pleasing relocation for Her Eminence, the CEO of CRUSH Humanity's viewing pleasure.

5.6 Completeness of Proposal. Incomplete proposals will lose points during the scoring by the source selection team.

6.0 Evaluation Criteria (995 points)

6.1 Interim Document Submission (500 points)

6.1.1 Project Initiation (up to 100 points)

6.1.2 Work Breakdown Structure (up to 100 points)

6.1.3 Schedule (up to 100 points)

6.1.4 Cost Estimate (up to 100 points)

6.1.5 Human Resources, Communication, Risk, Procurement Plans (up to 100 points)

6.2 Supervillain Team (up to 60 points)

- 6.2.1** Description of ultrahuman villainous scum 1 (up to 10)
- 6.2.2** Innovation of ultrahuman villainous scum 1 (up to 10)
- 6.2.3** Description of villainous scum 2 (up to 10)
- 6.2.4** Innovation of villainous scum 2 (up to 10)
- 6.2.5** Description of villainous scum 3 (up to 10)
- 6.2.6** Innovation of villainous scum 3 (up to 10)

6.3 Support Personnel (up to 60)

- 6.3.1** Each support activity (minimum of three) described in detail will be worth up to 20 points and scored for innovation and research into the capability.
- 6.3.2** An additional 20 points over and above the 60 point maximum will be assessed for any support capabilities over & above the minimum three.

6.4 Doomsday Weapon AND/OR Robot Army (up to 100 points)

- 6.4.1** For Doomsday Weapon:
 - 6.4.1.1** Impressive complexity of weaponry (up to 50 points)
 - 6.4.1.2** Shock & Awe of operational capability despite dubious success in applying the capability (up to 50 points)
- 6.4.2** For Army of Robot Minions:
 - 6.4.2.1** Innovative robot design to be easily replicated at scale (up to 50 points)
 - 6.4.2.2** Shock & Awe of menacing horde of robot minions streaming across the landscape (up to 50 points)
- 6.4.3** Additional points over and above 100 will be assessed for contractors proposing both a Doomsday Weapon & Robot Army

6.5 Seizure Relocation Plan (up to 150 points)

- 6.5.1** Target object
 - 6.5.1.1** Impressive level of difficulty (up to 25)
 - 6.5.1.2** Innovative operational approach (up to 25)
 - 6.5.1.3** Expected diabolical outcomes (up to 25)
- 6.5.2** Operational Strategy (up to 75 points)
 - 6.5.2.1** Innovative use of villainous scum (up to 25)
 - 6.5.2.2** Innovative use of support personnel (up to 25)
 - 6.5.2.3** Innovative use of Doomsday Weapon and/or Robot Army (up to 25)

6.6 Installation Plan (up to 125 points)

- 6.6.1** Site design. If constructing a museum, building design is included in this criteria. (up to 25)
- 6.6.2** Landscape design. (up to 25)
- 6.6.3** Selected vegetation, including aesthetics, danger, rarity, and endangerment. (up to 25)
- 6.6.4** Curation of objects. (up to 25)
- 6.6.5** Interactivity of museum exhibits (up to 25)

- 6.6.6** Obsequiousness and pandering to Her Eminence, the CEO of CRUSH Humanity will be assessed bonus points

7.0 Proposal Presentation Guidelines.

- 7.1** Offerors will submit all documentation in accordance with the Goetsch manual formats.
- 7.2** All documents will be submitted via Canvas to the CRUSH Humanity POC.
- 7.3** Submissions will be made no later than 5:00 pm on the due dates.
- 7.4** Final proposal presentations will be made in person at an undisclosed location with detailed visual aids.
 - 7.4.1** Presentation length shall be not more than 12-15 minutes. All proposal documentation will be presented.
 - 7.4.2** All members of the team must be present and participating.
 - 7.4.3** Visual aids may include interactive software, videos, 3D models, and presentation software (i.e. PowerPoint, Google Slides, Prezi or similar)
- 7.5** Team members will submit team evaluations as part of the final documentation.
- 7.6** This RFP is subject to change. Additional details regarding changes to required documentation submission will be provided as required.