1. Are you currently under contract with AT&T and if so when does that contract expire?

Answer: The current contract with AT&T and Merit Network expires on June 30, 2018. The RFP bid is for the new 3 year contract period - July 1, 2018 through June 30, 2021.

2. Do you think you will most like renew your fiber with AT&T?

Answer: TLN is open to all bids.

3. How many IP addresses will be needed per site?

Answer: Currently the default allocation is a /28 for all sites. 9 on record are /27, which is 32 addresses. One /26, 64 IP addresses and one /25 which is 128.

4. For the sites that have cable modem service today, do you want to look at fiber internet to those sites or upgrade the cable internet?

Answer: We would be interested in the fiber option.

5. Does your current internet ISP reside physically at one of your locations or is it built within the WAN cloud?

Answer: Please refer to Exhibit B which shows a network diagram.

Merit Network, ISP, manages the internet bandwidth. The internet route is built into a WAN cloud at Merit Network.

6. Do you have a preference to a cloud based internet connectivity or physical internet access routed through a headend location?

Answer: TLN is open to all proposed solutions.

- 7. What type of traffic is traversing the WAN network? Voice? Type of Data?

 Answer: The type of traffic over the WAN is diverse. Each library goes direct out to the internet and they host their own products including voice.

 A majority of the libraries come back to TLN for TLN hosted database services.
- 8. Is TLN interested in only physical fiber or only internet or both as part of this RFP?

Answer: TLN is interested in both.

9. Why does the 470 site show 3 separate entries?

Answer: The 3 entries are for physical circuit, internet and both. The reason they are separated is to provide an opportunity for vendors that wish to bid on any of the 3 options per the RFP.

10. Where does TLN post updates to the bid?

Answer: TLN posts updates to the bid to the http://tln.lib.mi.us/rfp site.