



कार्यालय गाजियाबाद विकास प्राधिकरण, गाजियाबाद।

पत्रांक 878 / 4 / ई0 ई0 जोन-3 / 2025-26

दिनांक 17.3.2026

Corrigendum

मधुबन-बापूधाम योजना के पॉकेट-डी में नियोजित "विकसित भारत पार्क" विकसित किये जाने के कार्य हेतु टू-बिड सिस्टम में अन्तर्गत पत्रांक सं0-832/4/ई0ई0 जोन-3 दिनांक 24.02.2026 (S.No.-01) के माध्यम से ई-टेण्डर पर टेक्निकल बिड अपलोड की गई, जिसके सम्बन्ध में प्री बिड मीटिंग दिनांक 09.01.2026 को आयोजित की गई। बैठक में आर0एफ0पी0 शीर्षक " Request for proposal the design, Development of Viksit Bharat Theme Park and 15 years Operation & maintenance (O&M) at Pocket D, Madhuban bapudham Pocket D, madhuban Bapudham Scheme Ghaziabad." के पृष्ठ सं0-30,31,33,34,37 व 38 के क्लॉज सं0-2.1, को संलग्नक अनुसार संशोधित किया जाता है। शेष नियम व शर्तें यथावत रहेगी।

Tender ID: 2026_GDAUP_1120449_1

E-Tender Notice No.832/4/EE-Zone-3 Date 24-02-2026 (S.No.-01)


17/3/26

अधिशारी अभियन्ता, जोन-3

पृष्ठांकन- / 4 / / 2025-26
प्रतिलिपि-

दिनांक

1. मुख्य अभियन्ता महोदय को सूचनार्थ।


अधिशारी अभियन्ता, जोन-3

Ghaziabad Development Authority
Near old bus stand, Hapur Road
Ghaziabad

Date /03/2026

This is with reference to the RFP titled "Request for Proposal the Design, Development of 'Viksit Bharat' Theme Park and 15 years Operation & Maintenance (O&M) at Pocket-D, Madhuban Bapudham Scheme, Ghaziabad" published by Ghaziabad Development Authority on 26/02/2026.

As per the terms of RFP, pre-bid meeting was held on 09/01/2026. In this regard, the changes in currently uploaded RFP document are tabulated below.

Tender ID: **E-tender Notice No. 832/4/E.E. Zone-3/2026**

Sl. No.	Page No.	Clause No./ Reference	RFP Clause	Amendment
1	Page 30	2.1 Detailed Scope of Work – Concessionaire, 2. Thematic Zones & Attractions, Zone 1 – Future of Travel, Point no. 2 & Point no. 3	• Smart EV highway hub with toy-scale models and interactive kiosks. • Air taxi pods with AR/VR simulation of "Ghaziabad from the Sky."	-Deleted-
2	Page 31	2.1 Detailed Scope of Work – Concessionaire, 2. Thematic Zones & Attractions, Zone 2 – Digital Public Infrastructure (DPI) Point no. 4	• Time-travel tunnel of payments (Barter → Coin → Cash → UPI → Biometric). • Bottle greenhouse domes for reuse and sustainability exhibits. • 14-meter geodesic dome with 360° projection mapping and 12D/6-DoF simulation theatre.	-Deleted-
3	Page 31	2.1 Detailed Scope of Work – Concessionaire, 2. Thematic Zones & Attractions, Zone 3 – Net Carbon Zero 2070, Point no. 5	• Bottle greenhouse domes for reuse and sustainability exhibits.	-Deleted-
4	Page 31	2.1 Detailed Scope of Work – Concessionaire, 2. Thematic Zones & Attractions, Zone 5 – Immersive Dome & Activity Area Point no. 1	• 14-meter geodesic dome with 360° projection mapping and 12D/6-DoF simulation theatre.	• 8-meter geodesic dome with 360° projection mapping.
5	Page 33-34	2.1 Detailed Scope of Work – Concessionaire, ZONE WISE DISTRIBUTION, UPI Payment Tunnel	Concept & Theme • A walk-through experiential tunnel narrating the journey of human payments from Barter → Coins → Cash → Digital → Biometric AI.	-Deleted-


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Sl. No.	Page No.	Clause No./ Reference	RFP Clause	Amendment
			• Designed as an immersive "time-travel" experience with staged diorama zones, thematic signage, interpretation panels, and interactive storytelling. Structure & Fabrication • Arched tunnel structure of approx. 15–20 m (L) × 4 m (W) × 3.5 m (H). • RCC or structural steel frame for stability and durability. • Cladding in FRP/GRC composite panels with sculpted textures, thematic reliefs, and embedded finishes representing different payment eras. • Concealed conduits for electrical wiring, lighting integration, and multimedia hardware. Exhibit & Interpretation Elements • Zone 1: Barter Era – 3D diorama with trade objects, rural marketplace visuals, and background audio. • Zone 2: Coins & Currency – Replica coins, ancient mint visuals, projection mapping of cash systems. • Zone 3: Digital Payments – Touch-interactive panels, LED-integrated displays showing online banking & UPI. • Zone 4: Biometric & AI Payments – Futuristic holographic projections, gesture-based interactivity, and AI-driven displays. • Informative signage and interpretation boards in bilingual format (English + local language). Lighting & Multimedia • Dynamic RGB LED lighting synchronized with each payment era. • Projection mapping and audiovisual narratives to create an immersive transition between eras. • Motion sensors and interactive triggers enabling "time-jump" effects. Visitor Experience & Facilities • Non-slip, illuminated flooring for safe and engaging walkthrough. • Climate-resistant and low-maintenance materials for durability. • Adequate ventilation, entry/exit signage, and accessibility considerations.	
6	Page 37-38	2.1 Detailed Scope of Work – Concessionaire, Zone 2	Time-Travel Tunnel of Payments • Walk-through experiential tunnel illustrating the evolution of payments — from barter to biometric AI-based digital payments. • The installation, titled "Time-Travel Tunnel of Payments," will be an immersive diorama exhibit showing stages such as Coins → Cash → Digital → Biometric Zone.	-Deleted-


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Sl. No.	Page No.	Clause No./ Reference	RFP Clause	Amendment
			• Includes signage, interpretation panels, lighting & multimedia systems, and visitor facilities. • Structure to be an arched tunnel (15-20 m length x 4 m width x 3.5 m height) constructed in RCC/steel frame with FRP/GRC cladding. • Exhibit will integrate interactive storytelling, projection mapping, and ambient sound effects for an engaging visitor experience.	

The above changes will be applicable to all similar clauses of the RFP.

All other terms and conditions of the RFP shall remain unchanged.


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