



City of Duluth
Public Administration Department
Property & Facilities Management Division
1532 W. Michigan Street, Duluth, MN 55806

*******ADVERTISEMENT FOR BIDS*******

BIDS DUE OCTOBER 10, 2017 at 2:00 PM Local Time

BID NUMBER: 17-11AA

HIGH PERFORMANCE COATING FURNISH & INSTALL ON STEEL SHEET PILES – DECC SEAWALL PROJECT

The City of Duluth, Minnesota requests sealed bids for the **Furnish and Installation of a High-Performance Coating on individual steel sheet piles. The steel sheet piles will have an overall length of 45-foot of which 17 feet is to be coated.**

Contractor shall perform all coating operations within a 25-mile radius of DECC facility, located at 350 Harbor Drive, Duluth, MN 55802.

All work shall be completed within 45 calendar days of issuance of Notice to Proceed.

Please see the requirements, manufacturer letters, drawings and specifications for more information.

Bids may be submitted electronically through Bid Express® at www.bidexpress.com until 2:00 p.m. local time on October 10, 2017. Electronic bids are preferred; suppliers wishing to submit a paper bid must contact the purchasing office. The City Purchasing Agent will conduct a public bid opening in City Hall, Room 100, immediately after the deadline for receiving bids.

Questions pertaining to this project should be directed to: purchasing@duluthmn.gov

Bid documents may be viewed and downloaded at no cost at www.bidexpress.com. Bidders must create a free account with Bid Express®; and login to search for city projects (search by "City of Duluth" or bid number). Bidders will be required to create an Info Tech Digital ID in order to bid, which can take up to five (5) business days to process. Please allow ample time to obtain your digital id prior to the bid deadline. Bid Express® does charge a nominal fee for bid submission. More information can be found at https://www.bidexpress.com/vendor_resources

The City of Duluth reserves the right to waive informalities and to reject any or all bids.

Amanda Ashbach
City Purchasing Agent