



City of Duluth  
Public Works & Utilities Department  
Engineering Division  
411 West First Street, Duluth, MN 55802

**\*\*\*\*\*ADVERTISEMENT FOR BIDS\*\*\*\*\***  
**BIDS DUE January 9, 2024 at 2:00 PM**

**BID NUMBER:** 23-99774

**PROJECT NAME:** 2023 Lead Water Service Replacement – Gary Neighborhood, Duluth, MN

**STATE/CITY PROJECT NUMBER:** 2079

**ANTICIPATED START DATE:** April 15, 2024

The City of Duluth, Minnesota requests sealed bids for the above-named project. Bids may be submitted electronically through Bid Express® at [www.bidexpress.com](http://www.bidexpress.com) until the bid deadline. The City Purchasing Agent will conduct a public bid opening in City Hall, Room 120, immediately after the deadline for receiving bids. Those wishing to view the bid opening should visit <https://www.duluthmn.gov/purchasing/bids-request-for-proposals/> and select the appropriate link.

**PROJECT DESCRIPTION & MAJOR WORK ITEMS:** The project scope entails replacing existing lead or galvanized water service lines with new HDPE service lines in the Gary Neighborhood of Duluth, MN. Approximately 165 homes are included in this specific project scope with allowance for an additional 30 homes to be added as determined by the Engineer. Some homes will have service lines replaced from the curb stop to the internal building connection to the water meter and some will have service lines replaced from the corporation stop on the watermain to the internal building connection to the water meter.

**PREBID MEETING:** A pre-bid conference will take place on December 14, 2023 at 1:00 PM in City Council Chambers, 3<sup>rd</sup> Floor City Hall, 411 West First Street, Duluth, MN. Potential bidders are strongly encouraged to attend.

Questions pertaining to this project should be directed to: Jon Maruska, Engineering Specialist, 218-730-5093 or [jmaruska@duluthmn.gov](mailto:jmaruska@duluthmn.gov)

Plans and specifications may be viewed and downloaded at no cost at [www.bidexpress.com](http://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). Bid Express® does charge a nominal fee for bid submission. More information can be found at [https://www.bidexpress.com/vendor\\_resources](https://www.bidexpress.com/vendor_resources)

Plans and specifications are on file for inspection at the Minnesota Builder’s Exchange and Builder’s Exchange of Wisconsin.

Bidders must review the 2019 edition of the City of Duluth Public Works/Utilities Department – Engineering Division Standard Construction Specifications (available at <http://www.duluthmn.gov/engineering/standard-construction-specifications/>) as these Specifications are incorporated by reference.

Bid surety in an amount equal to five per cent (5%) of the total bid shall be submitted with each bid. Electronic bid surety can be submitted using Surety 2000 or Tinubu. Paper bid surety may be mailed or dropped off in person at Purchasing, City Hall Room 120, 411 West 1<sup>st</sup> Street, Duluth, MN 55802. Bid bonds may be emailed to [purchasing@duluthmn.gov](mailto:purchasing@duluthmn.gov). Regardless of the method of submission, it is the bidder’s responsibility to ensure the bid surety is received by Purchasing prior to the bid opening.

The selected contractor will be issued a construction contract (draft included in the Standard City of Duluth Contracting Forms in the BidExpress solicitation). Notice to Proceed will be issued once the agreement is fully executed.

The contractor must take affirmative action to ensure that the employees and applicants for employment are not discriminated against because of their race, color, creed, sex or national origin, and must meet the affirmative action goals. Contractors are encouraged to subcontract with Disadvantaged Business Enterprises when possible. No alternatives to the specification will be considered unless specifically requested. The City of Duluth reserves the right to split the award where there is a substantial savings to the City, to waive informalities or irregularities, and to reject any and all bids. Price may not be the only consideration for bid award. Bids must be firm for a minimum of 60 days.

**Please note that the following requirements also apply to this project, and any additional required documents must be submitted prior to award/contract execution.**

1. **Insurance** – Contractor must provide proof of Commercial Liability and Automobile Liability Insurance with limits not less than \$1,500,000 Single Limit prior to the commencement of work. The City of Duluth must be named as an additional insured. Please refer to the draft Contract, Section 7, which can be found in the contract documents at the bottom of the Bid Express solicitation.

2. **Performance & Payment Bonds** – The awarded contractor will be required to submit performance and payments bonds in the full amount of the project cost prior to award.

3. **Out of State Contractor** - Unless a State of Minnesota Certificate of Exemption is provided, any out-of-state bidder receiving a bid award will have 8% retained from invoice payments on any contracts over \$50,000. Submit a signed copy of the signed exemption form when submitting Payment and Performance Bonds. This form may be found at: [https://www.minnstate.edu/system/finance/facilities/design-construction/pm\\_manual/doc/DIV00%204547%20SDE%20Form%20Exhibit%20B%204-12-19.pdf](https://www.minnstate.edu/system/finance/facilities/design-construction/pm_manual/doc/DIV00%204547%20SDE%20Form%20Exhibit%20B%204-12-19.pdf)

4. **Prevailing Wage** - Not less than prevailing wages as included in the specifications and provisions must be paid on this project.

5. **Project Labor Agreement** - A Project Labor Agreement (PLA) and Community Benefits provisions will be required for any bid that is over or could virtually go over \$150,000.

The City of Duluth is an Equal Opportunity Employer. Contractor shall comply with all applicable Equal Employment Opportunity laws and regulations.

CITY OF DULUTH

Patrice Stalvig  
City Purchasing Agent