ADVERTISEMENT FOR BIDS Bid No. 19-81-13

Ada Public Works Authority/City of Ada Owner

Separate SEALED BIDS for the construction of: <u>ALL earthwork components of the Landfill Gas</u> <u>Cut-Off Trenches as outlined in the Construction Drawings and the Technical Specifications</u> including all excavation, soil purchase, stormwater, erosion control, access roads and all labor, <u>materials and equipment necessary to complete the WORK including all taxes and fees</u> will be received by <u>the City of Ada</u> at the <u>Purchasing Office</u> located <u>512 N. Stockton, Ada, OK</u> <u>74820</u>, until <u>3:00 p.m.</u> local time on the <u>1st</u> day of <u>February 2019</u>.

The sealed bids will be opened and read aloud at the City of Ada West Annex, 213 West 13th Street (West Annex Door) Ada, OK 74820 on <u>February 1, 2019</u> at 3:30 p.m. local time.

There is a **Mandatory** pre-bid scheduled for 10:00 a.m. January 17, 2019, located at City of Ada West Annex, 213 West 13th Street (West Annex Door) Ada, OK 74820. **All perspective bidders are required to attend this meeting.**

All bids must include assurances that the following provisions will be complied with:

1. Assurances that surety companies executing bonds appear on the Treasury Department's list and are authorized to transact business in the State where the project is located.

The Contract documents may be examined at:

- 1. City of Ada, at 300 West Main Street, Ada, Oklahoma, phone 580-436-6300 ext 253
- 2. Reidprographics website https://www.rpgplanroom.com/ and the project will be listed in alphabetical order under the public jobs menu of the website.

Paper plans and specifications can be printed out at request of the bidder through the Reidprographics plan room at the fee identified on the website <u>https://www.rpgplanroom.com/</u>.

Contact Person for Technical Questions on Specifications and Drawings – Jeff Shepherd P.E., phone No. 405-463-7607.

Contact Person for Questions Regarding Project Location – Gary Kinder 580-436-6300 ext 253