LEGAL NOTICE

INVITATION TO BID

The City of Meriden is accepting sealed bids for:

B024-17 AV System for the Meriden Public Library

The City of Meriden seeks the services of a contractor to furnish labor and materials to install an AV system at The Meriden Public Library, 105 Miller St, Meriden, CT 06450.

Bids shall be submitted on forms and in the manner specified. Forms and specifications may be obtained from the Purchasing Department, on the City of Meriden website (www.meridenct.gov/business/bids-rfps/), and on the State of Connecticut Department of Administrative Services website (https://webprocure.proactiscloud.com). Bids will be accepted at the Purchasing Department, 142 East Main Street, Room 210, Meriden, Connecticut 06450 until 11:00 AM local, Eastern Standard Time on December 12, 2023 at which time they will be publicly opened and read. Any bid received after the time and date specified shall not be considered.

The right is reserved to reject any or all bids, in whole or in part, to award any item, group of items, or total bid, and to waive informality or technical defects, if it is deemed to be in the best interest of the City of Meriden. No bidder may withdraw its bid within sixty (60) days of the date of the bid opening.

Each bid shall be accompanied by a Certified Check or Bid Bond in the amount of Ten (10%) percent of the amount bid.

Labor and Material Payment Bond and a Performance bond for One Hundred Percent (100%) of the contract price, with a corporate surety approved by the City of Meriden, will be required of the lowest responsible bidder.

The attention of bidders is call to the requirement for minimum wage rates to be paid under this contract.

This contract is subject to state set-aside and contract compliance requirements.

The City of Meriden is an Affirmative Action/Equal Opportunity Employer. Disadvantaged, minority, small, and women business enterprises are encouraged to respond.

Rawle Dummett Purchasing Officer City of Meriden, CT 06450-8022

Dated: November 7, 2023