UPCOMING MAJOR PROJECTS

Below is a tentative schedule of upcoming major procurement activities for the Board of Commissioners of the Port of New Orleans (Board). The list includes the projected month of advertisement of public works projects and requests for proposals for services. Projects are subject to change so vendors are encouraged to regularly check the Board's website at www.portnola.com under "Procurement/Bidding Opportunities." Companies should consider registering on the website under "Procurement" to join our vendor database to receive notifications.

In addition to the major public works projects listed below, smaller public works projects valued under \$50,000 periodically come available and do not require a Louisiana contractor's license.

As projects are advertised, additional information is posted on the website, including bid documents (plans and specifications) for public works projects and requests for proposals (RFP). Projects for which bids or proposals have recently been received are also listed on the website.

The Board adheres to the 1974 Louisiana State Constitution, and Louisiana State law including its bid laws and procurement regulations. In that spirit, the Board strongly encourages maximum participation in all bids and proposals by certified and qualified disadvantaged business enterprises (DBEs) and small business enterprises (SBEs) as prime contractors/consultants and subcontractors/sub-consultants, construction related service providers and construction material suppliers as long as these certification programs are race and gender neutral.

TENTATIVE PUBLIC WORKS AND SERVICES ADVERTISEMENT SCHEDULE

February 2020

- 1. Almonaster Ave Bridge Fender Repair Construction
- 2. 400 Edwards Avenue Building Improvements Construction
- 3. Administration Building Carpet Replacement Construction

March 2020

1. RFQ for Construction Manager At-Risk – Jourdan Rd Substructure Repairs

April 2020

May 2020

June 2020

1. Florida Ave Bridge Roadway and Settlement Repairs – Construction