



UPCOMING PROJECTS

Below is a tentative schedule of upcoming 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, requests for proposals for services and the purchase of goods. As projects are advertised, additional information is posted on www.portnola.com, including bid documents (plans and specifications) for public works projects and requests for proposals (RFP) and general conditions for purchase agreements. Projects for which bids or proposals have recently been received are also listed on the website.

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 well as goods and services.

Vendors are encouraged to regularly check the Board's website at www.portnola.com under "Procurement/Bidding Opportunities" and to register to join our vendor database to receive notifications.

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

September 2020

1. Almonaster Ave Bridge Fender Repair – Construction
2. RFQ for Construction Manager At-Risk – Jourdan Rd Substructure Repairs

October 2020

1. Julia, Erato, and Thalia Under Wharf Water Main Repairs – Construction
2. Florida Ave Bridge Roadway and Settlement Repairs – Construction
3. RFP for As-Needed Health and Safety Technical Assistance Consultant