



Government Of Balochistan Gwadar Development Authority

The Gwadar Development Authority invites bids from eligible Bidders for supply of following items.

TENDER NOTICE

TSE-232409352811

Note: In All Procurements of GOB Whether Through Electronic or Manual Bid Submission, It is Mandatory For All Bidders to Get Registered At Electronic Public Procurement System of BPPRA GOB.

S.No	Class of Object	Tender Fee	Bid Security
1	Stationary (Total Item(s) Count: 4)	1,000 PKR	2 %

1. Procurements shall be made under the Balochistan Public Procurement Rules – 2014.

2. Eligibility of Bidders:

- o 3 Assignments of Similar Nature and Complexity 500,000 in Previous 3
- o Turn over of at least 700,000 PKR in 3 Subsequent Previous Years
- o Presence in Active Tax Payer List
- o Sales Tax Certificate
- o The bidding firm must not be currently blacklisted by any procuring agency of Pakistan
- o JV is not permissible
- o Submission of the required Bid Security In case Bid Security is not found as required during financial evaluation the bidding firm shall be declared as ineligible and non-responsive
- o Submission of the required Bidding document Fee
- o BRA Registration Certificate

3. Procedure Of Procurement: Single Stage One Envelope Bidding Procedure

4. Bid Security: The bids must accompany Bid Security in the form of **Deposit at Call** of 2 % specified above in the name of the under-signed from a scheduled bank.

5. Tender Documents: The bidding documents can be obtained from the office of the under-signed **1,000 PKR**

6. Issuance of tender Documents: From the date of publication of NIT to **23 September, 2023** during office hours on working days

7. Last Date of bid submission: The Tenders must be submitted latest by **23 September, 2023** till **11:45 AM**

8. Tender opening: All tenders will be opened on same day at the office of the under-signed at **12:45 PM**

9. Address: Ms

Phone no: [8649201010](tel:8649201010) **Fax no:** **Email:** info@gda.gov.pk



Director General
Gwadar Development Authority