

Baker County Board of Commissioners
55 N Third St
Macclenny, FL 32063
P: 904-259-3613 opt 5
F: 904-259-7610
Email: SHIP@bakercountyfl.org



SHIP PROGRAM

TO: Baker County Press
Attention: Public Notices
Fax: 904-259-6502

FROM: Lydia Mangano
SHIP Administrator

DATE: September 12, 2022

SUBJECT: Public Notice

Please run the notice below twice: **Thursday, September 15, 2022** and **Thursday, September 22, 2022** and email me a proof me at SHIP@bakercountyfl.org . **You may bill this notice to the Baker County Board of Commissioners, 55 N 3rd Street, Macclenny, FL. 32063 ATTN: SHIP Administrator, so that a PO # may be added prior to sending for payment.** Should you have any questions, please contact me at the number above. Thank you for your prompt attention to this matter.

PUBLIC NOTICE

A pre-bid walkthrough for bids on three (3) Well and Septic systems. This will be conducted as part of the SHIP Housing Program Project #2022-18 on **Friday, September 30, 2022** starting at 9:30 am, beginning at the Baker County Administration Office, 55 N. Third St, Macclenny, FL 32063. Bidders must complete the site inspection of the homes before a bid will be accepted. The deadline for sealed bids to be received is **Friday, October 14, 2022 at 4pm**. Bids should be addressed or hand-delivered to: Baker County Administration Office, c/o SHIP Administrator, 55 N. Third St, Macclenny, FL 32063. For more information, or to request bidding instructions or a bid form, please call Baker County SHIP, 904-259-3613 opt #2. Bids received after the time and date specified will not be accepted and will be returned unopened to the Bidder. WBE/MBE/DBE firms are encouraged to participate. Baker County is an Equal Opportunity Employer. The Baker County Board of County Commissioners reserves the right to waive any informality or to reject any or all bids. Any person with a qualified disability requiring special accommodations at the bid opening shall call the phone number listed above at least 2 business days prior to the event.