

Tokologo Local Municipality hereby invites suitably qualified service providers to tender for the following projects to be implemented in the 2022/2023 financial year.

BID NO	Description of the Project	Date for Compulsory Site Inspection	Grading Required	Closing Date	Date where Tender Documents will be
		Meeting			Available
TLM/11/2022-	Provision of	Non-	Non-	09 June 2023	17 May 2023
2023	security	Applicable	Applicable	14H00 in	10H00 in
	services for			Boshof	Boshof Office
	Tokologo				
	Local				
	Municipality				
	(TLM) For a				
	period of				
	24months.				

Only tenders who satisfy the eligibility criteria as stated in the tender data are eligible to submit tenders. Tenders will be evaluated using the 80/20 points system as stipulated within the Preferential Procurement Regulations 2022 which was revised on 16 January 2023, bidders are required to submit original valid BBBEE status level verification certificate or certified copies thereof together with their bids. Bidders who do not submit BBBEE status level verification certificate or who are non-complaint do not qualify for preference points but they will not be disqualified from bidding process, they will only score points out of 80.

A non-refundable tender deposit of **R600.00** payable in cash and electronic funds transfer at Tokologo Local Municipality is required on collection of tender documents.

Requirements for sealing addressing, delivery, opening and assessment of tender are stated in the tender data and no telegraphic, telephonic, telex, facsimile, e-mail will be entered into and late tenders will not be accepted.

The physical address of the collection of tender documents and submission of tender documents is as follows:

The Municipal Manager, Tokologo Local Municipality, Corner of Voortrekker & Market Square, Boshof, 8340

Tenders must only be submitted on the original tender document. No copies will be accepted.

For further enquiries please contact Mr O SAILA on tenders@tokologo.gov.za

MR. LC TLHOKWE

Acting Municipal Manager