



TENDER NOTICE



TENDER NO. T/SEC/20014 – SUPPLY OF UNIFORMS AND ACCESSORIES TO PORT POLICE UNIT, PENANG PORT SDN. BHD.

Penang Port intends to engage an established bidder to participate the contract of supplying uniforms and accessories to Port Police Unit at Penang Port Sdn. Bhd.

Qualification for bidding in this Tender :

Registered with the Company Commission of Malaysia (SSM).

In order to understand the Scope of Work, bidders are required to attend a briefing session which will be held as follows:

Date : 24 September 2020, Thursday.

Time : 09.00 a.m.

Venue : Ibnu Sina Meeting Room, Dermaga Air Dalam Police Station, Butterworth Wharves, Penang Port, Penang.

Officer in Charge : Mr. Mohd. Noor B. Ghani, Security Manager.

E-mail : mohamed_noor@penangport.com.my

Tel. : 019 - 4401720

Tender in the form of **CD-ROM** priced at **RM150.00** (Ringgit Malaysia: Hundred Fifty Only) can be purchased via cash / bank draft only (non refundable) at Procurement Department, 1st Floor, Main Administration Building, Penang Port Sdn. Bhd., Penang during office hours, **before 4.30 pm**. Bidder to provide copy of certificates of Company Commission Malaysia (SSM) which is required to participate in this Tender.

The proposal shall be submitted in **two (2) different** sealed packages and to be clearly marked as :

(TECHNICAL PROPOSAL)

TENDER NO. T/SEC/20014

SUPPLY OF UNIFORMS AND ACCESSORIES TO PORT POLICE UNIT, PENANG PORT SDN. BHD. and;

(COMMERCIAL PROPOSAL)

TENDER NO. T/SEC/20014

SUPPLY OF UNIFORMS AND ACCESSORIES TO PORT POLICE UNIT, PENANG PORT SDN. BHD.

and to be dropped into **TENDER BOX B** at Cashier unit, Finance Department, 1st Floor, Main Administration Building, Penang Port Sdn. Bhd., No. 1 King Edward Place, 10300 Penang **not later than 12.00 noon, 23 October 2020.**

Delivery Times

Monday - Thursday : 8.15 a.m - 4.30 p.m.

Friday : 8.15 a.m - 12.45 p.m. / 2.45 p.m. – 4.30 p.m.

Penang Port Sdn. Bhd. does not bind itself to accept any tender, the lowest tender or any part of any tender.