## ADVERTISEMENT FOR PRE-QUALIFYING BIDS FOR REVERSE AUCTION (BRUSH TRUCK WITH LOADING BOOM)

The City of Saltillo, Mississippi will accept priced bid proposals in order to pre-qualify bidders for participation in a reverse auction for one (1) brush truck with loading boom until 12:00 PM CST on Thursday, July 20, 2020 at the Office of the Saltillo City Clerk or electronically at <a href="www.centralbidding.com">www.centralbidding.com</a> and will thereafter publically open and read same. For any questions regarding electronic submission of priced bid proposals, please call Central Bidding at (225) 810-4814. All bid proposals which are not submitted electronically must be delivered in a sealed envelope to the Office of the Saltillo City Clerk, 395 Mobile Street, Saltillo, Mississippi 38866, must be plainly marked on the outside as "brush truck with loading boom" and must also bear the date that the bid proposal is to be opened ("July 20, 2020").

An online reverse auction for pre-qualified bidders will then be held at <a href="https://www.centralbidding.com">www.centralbidding.com</a> on July 21, 2020 from 2:00 PM until 2:30 PM CST. All pre-qualified bidders will be notified in advance of the said reverse auction. The City of Saltillo reserves the right to extend the aforementioned reverse auction date if more time is needed in order to adequately pre-qualify any submissions received; to use an "anti-sniping" feature and/or to reject any and all bid proposals or reverse auction bids, in whole or in part, with or without cause; and to accept, in its judgment, the lowest and best bid in accordance with state law.

Specifications and other supporting documents for this item may be reviewed at the Office of the Saltillo City Clerk at 395 Mobile Street, Saltillo, Mississippi 38866, (662)869-5431, or at www.centralbidding.com. This notice shall run in accordance with state law and shall be published on June 30 and July 7, 2020.

THIS the 30<sup>th</sup> day of June, 2020.

Mayor Rex B. Smith City of Saltillo, MS