

MOHAVE COUNTY PROCUREMENT DEPARTMENT PRE-BID CONFERENCE & SITE WALK

MOHAVE VALLEY LANDFILL SEPTAGE PONDS CONSTRUCTION RFP NO.: 2026-033-IFB

DATE: FEBRUARY 19, 2026 TIME: 9:00 AM (Local AZ Time)

**Pre-Proposal Conference will be in-person at the Sheriff's Substation:
6870 S. Hwy 95, Mohave Valley, AZ.**

Site Walk will follow at the Mohave Valley Landfill 3999 El Rodeo Road, Fort Mohave, AZ.

1. **Greetings and Introductions:** Shelli Whaley, Procurement Department
 - a. Purpose of this pre-proposal conference – to answer questions openly and provide clarification on the IFB.
 - b. No verbal statements made shall change the solicitation.
2. **IFB Overview:**
 - a. Solicitation documents are available at:
<https://procurement.opengov.com/portal/mohavecounty/projects/93161>
3. Mohave County Environmental Quality is seeking bids from qualified respondents to construct septage evaporation ponds at the Mohave Valley Landfill.
4. **IFB Questions:**
 - a. Questions about the IFB are to be submitted in writing, preferably through email or OpenGov.
 - b. Questions are due by 5PM on March 3, 2026.
 - c. Answers will be made through a solicitation addendum and will be made public.
5. **IFB Submission:**
 - a. **Proposals are due March 10, 2026 at 2:00 p.m. Local AZ Time.**
 - b. Late proposals will not be considered for any reason.
 - c. All bids are to be submitted electronically through the County's online bidding system at:
<https://procurement.opengov.com/portal/mohavecounty>.
 - d. Check the County's procurement portal before submitting a bid, include any addenda that have been issued.
 - e. Do not use the Mohave County Seal in your bid – use of the Seal is restricted.
6. **Award:**
 - a. Award will be made to the lowest-cost bid from a responsive and responsible bidder.
 - b. The Evaluation Committee's recommendation for award requires approval by the Mohave County Board of Supervisors, anticipated at a Board meeting in April 2026.
7. Elaboration by Mohave County representatives.
8. Questions from vendors.