

INVITATION FOR BID NO. 2025-010 LED VARIABLE MESSAGE BOARD PARKING GARAGE ENTRANCE BRADLEY INTERNATIONAL AIRPORT

The Connecticut Airport Authority (CAA) is seeking bids for the purchase and installation of a LED variable message board at the entrance of the parking garage at Bradley International Airport (BDL).

Bid documents will be available on **October 8, 2024**, and may be downloaded at: https://ctairports.procureware.com. Bidders must be registered to access the bid in its entirety and to submit a bid.

Due date for bids is no later than **November 5, 2024, 1:00 p.m. (EDT)**. Vendors who wish to view the bid results may do so by logging into https://ctairports.procureware.com at the date and time noted above.

MANDATORY PRE-BID REQUIREMENTS

The CAA will conduct a **mandatory** pre-bid meeting followed up by a site tour at **11:00** a.m., **(EDT)**, **October 22**, **2024**, at the **Administrative Offices Large Conference Room**, **Third Floor**, **Bradley International Airport**. Please park in the BDL Parking Garage bring your ticket with you, as parking in the BDL Garage will be validated.

COMMUNICATIONS:

During the period from advertisement of this IFB and until a contract is awarded, bidders shall not contact any employee of the CAA concerning this procurement except in writing via the questions link found at https://ctairports.procureware.com. The deadline to submit questions will be October 29, 2024, 11:00 a.m. (EDT). The CAA reserves the right to respond to only questions it deems part of the technical process. Responses to questions will be provided to all bidders in the form of an Addendum to the IFB, if the CAA determines it is in its best interest. Any questions received after this time will likely be unanswered. The CAA reserves the right, at its sole discretion, to respond to such questions. If a Bidder has a question related to the technical process after the question deadline noted above, they may reach out to the CAA's Purchasing Agent via e-mail at procurement@ctairports.org.