

## NOTICE TO BIDDERS

Port Freeport (Owner) will accept sealed bids until **2:00 PM on Tuesday, February 10, 2026**, at the Port Freeport Administration office located at 1100 Cherry St. for the contract for **New Fenders Docks 1, 2, and 3** at Port Freeport, Freeport, Texas.

Port Freeport (Propietario) aceptará ofertas selladas hasta las 2:00 p.m. del 10 de febrero de 2026 en la oficina de Administración de Port Freeport ubicada en 1100 Cherry St. para el contrato del Proyecto de reemplazo de **New Fenders Docks 1,2, and 3** en Port Freeport, Freeport, Texas. Puerto Freeport (el “Puerto”) cumple con las leyes federales de derechos civiles y está comprometido a proporcionar programas y servicios libres de discriminación, de conformidad. El Puerto ofrece servicios de asistencia lingüística razonables y gratuitos para garantizar un acceso satisfactorio a los programas y a la información a las personas con un dominio limitado del inglés. Para obtener ayuda, llame al Asistente Ejecutivo al 979-233-2667 ext. 4326 o envíe un correo electrónico a: [bevers@portfreeport.com](mailto:bevers@portfreeport.com).

All interested parties are invited to address bids to:

Port Freeport  
1100 Cherry St.  
Freeport, Texas 77541  
(979) 233-2667

**Please indicate your bid package as a “SEALED BID.”**

Copies of the Contract Documents, Specifications and Drawings are on file at:

(Owner)  
Port Freeport  
1100 Cherry St.  
Freeport, Texas 77541

This will be a one-step, lump sum contract with the scope as follows:  
Removal of existing arch fenders and installation of new panel fenders and associated mounting work and wharf modifications.

A **Pre-Bid Meeting** for this project will be held at **10:00AM, Tuesday, January 20, 2026**, at the Port Freeport Administration Office, located at 1100 Cherry Street, Freeport, Texas, 77541.

For additional information, contact:

Jason Hull, P.E.  
Port Freeport  
979-233-2667 ext. 4322

The Owner reserves the right to reject any or all bids or to accept any bids deemed advantageous.