## **NOTICE TO CONTRACTORS**

## INVITATION TO BID AGGREGATES

The Pelham Board of Selectmen is accepting sealed bids for the supply of aggregates for use on certain town roads for the period January 1, 2018 through December 31, 2018. Bid documents may be picked up at the Pelham Selectmen's office at 6 Village Green, Pelham, New Hampshire or on the website at www.pelhamweb.com/bids.

All bids must be received in the Selectmen's Office at 6 Village Green by 4:00 p.m. on December 14, 2017. Sealed envelopes will be addressed to the Board of Selectmen with the name and address of the bidder and marked "AGGREGATES". All bids will be opened at the Town Conference Room, 6 Village Green, Pelham, NH on Friday, December 15, 2017 at 10:00 A.M.

All decisions iregarding the bidding and the selection of the contractor will be made by the Board or an authorized agent. The Town reserves the right to reject any and all bids or waive any bid informality deemed in the best interest of the Town and to select the bid most advantageous to the Town.

## **BID SHEET AND SPECIFICATIONS**

## **AGGREGATES**

The Town of Pelham, NH is seeking competitive bids for the supply of aggregates to be used by the Highway Department for roadway construction from January 1, 2018 through December 31, 2018. All aggregates must meet the latest edition of the state of New Hampshire specifications. All aggregates will be bought on an as needed basis.

Interested parties must complete this bid sheet and return it to the Selectmen's office by 4:00 p.m. on December 14, 2017. Bids will be opened at the Selectmen's conference room, 6 Village Green, Pelham, NH on Friday, December 15, 2017 at 10:00 A.M.

		PICK UP AT PLANT	DELIVERED PER TON
Stone	2 inch	I	
	1 1/2 inch	I	I
	3/4 inch	ſ	I
EROSION STONE 6 inch			
STONE DUST			
		PER CUBIC YARD OR TON	PER CUBIC YARD OR TON
CLEAN FILL		1	
1 1/2 inch CRUSHED GRAVEL		I	<u> </u>
3/4" CRUSHED GRAVEL			<u> </u>
3/4" CRUSHED Rapbase (asphalt)		1	I
COMPANY		D.	ATE
ADDRESS	8		
AUTHORI	ZED SIGNATURE		
NAME PR	INTED		