



UPDATED ANNUAL PROCUREMENT PLAN FOR CIVIL WORKS FY 2021 (MOOE FUND)

Code (PAP)	Procurement Program/Project	PMO/ End-User	Is this an Early Procurement Activity? (Yes/No)	Mode of Procurement	Schedule for Each Procurement Activity				Source of Funds	Estimated Budget (Php)			Remarks (brief description of Program/Activity/Project)
					Advertisement/ Posting of IB/EI	Submission/ Opening of Bids	Notice of Award	Contract Signing		Total	MOOE	CO	
200000100020000	21HG0168 - Repair/Maintenance of Revetment along Lagnason Bridge Upstream "A" along Natalio Bacalso Avenue, KO114+333	Maintenance Section	No	Competitive Bidding	March 31-April 6, 2021	April 20, 2021	May 4, 2021	May 12, 2021	GoP	900,000.00	900,000.00		Repair Revetment
200000100020000	21HG0169 - Repair/Maint. of Revetment along Santander-Barili-Toledo Road, Montañeza Bridge Upstream B KO168+444	Maintenance Section	No	Competitive Bidding	March 31-April 6, 2021	April 20, 2021	May 4, 2021	May 12, 2021	GoP	400,000.00	400,000.00		Repair Revetment
200000100491000	21HG0170 - Supply and Installation of Signages and Pavement Studs along Cebu 4th DEO Jurisdiction	Maintenance Section	No	Competitive Bidding	March 31-April 6, 2021	April 20, 2021	May 4, 2021	May 12, 2021	GoP	3,847,000.00	3,847,000.00		Signages
200000100019000	21HG0171 - Rehabilitation of DPWH Building, AES - Area II Depot Building, Santander, Cebu Province	Maintenance Section	No	Competitive Bidding	May 12-18, 2021	May 31, 2021	June 14, 2021	June 22, 2021	GoP	1,412,000.00	1,412,000.00		Rehab. Of Building
200000100020000	21HG0175 - Repair/Maintenance of Abutment of Dalaguete Bridge approach "A" along Natalio Bacalso Avenue, KO083+944	Maintenance Section	No	Competitive Bidding	May 21-27, 2021	June 9, 2021	June 17, 2021	June 23, 2021	GoP	1,200,000.00	1,200,000.00		Repair of Bridge Abutment

Prepared by:

ROSALIND R. MASQUES
Procurement Engineer

Date: March 23, 2021

Recommended by:

EDELBERTO R. FRANCISCO
BAC Chairman

Date: March 23, 2021

Approved:

NOEL L. NEDA
District Engineer

Date: March 23, 2021