**Procurement Procedure Stages**

1. **Procurement Announcement**

Procurement documentation will be available electronically at **www.eis.gov.lv**

1. **Tender Submission**

A tender shall be submitted electronically to **www.eis.gov.lv** by the given deadline. It is possible to submit questions during the submission.

1. **Tender Evaluation**

The Contracting authority will evaluate the compliance of the submitted tenders with the requirements and will announce the winner of the procurement.

1. **Winner Registration**

The winner will have to register in the Latvian Register of Construction Merchants and submit declarations about construction work managers regarding the provision of temporary services.

1. **Conclusion of the Contract**

Following conformity with the registration requirements, a procurement contract is concluded.

**Procurement Procedure Organisation**

Procurement procedures are organised in accordance with the Public Procurement Law of the Republic of Latvia (developed in accordance with Directive 2014/24/EU of the European Parliament and the Council).

**Qualification Requirements:**

1. Requirements regarding registration according to home country requirements; **if concluding a Contract, it will be necessary to register in the Latvian Register of Construction Merchants;**
2. Requirements regarding previous **experience in performing similar work in the period of the previous 5 years** both for the tenderer and the main construction specialists (for example, the construction work manager);
3. Requirements regarding **the minimum financial turnover.**

* Tender evaluation criteria: price, criteria related to the quality of contract performance, experience of the main construction specialists.
* The tenderer may form unions of suppliers and attract sub-contractors in order to meet the requirements.
* There shall be no tax debts over €150, convictions for criminal offences, involvement in a cartel, illegal employment.
* The minimum time limit for the submission of tenders is 20 days.