

**City of Coquitlam**  
**INVITATION TO TENDER**  
DATE OF ISSUE: **February 18, 2014**

***Tender No.14-02-03***

**Coquitlam City Centre – Thermenex System Mechanical Equipment**

IMEC Mechanical, on behalf of the City of Coquitlam (the “City”) invites Tenders for **supply** only of the major mechanical equipment required for the **City Centre Civic Campus – Thermenex System**, generally consisting of:

- Modular Chillers
- Pumps
- Heat Exchangers
- Coils
- Flow Meters
- Control Valves
- Hot Water Storage Tanks
- Fan Coil
- Cooling Tower
- Return Air Fans

Tender Documents are available by email request sent to:  
[ihall@imecmechanical.com](mailto:ihall@imecmechanical.com)

Tenders are to be submitted by email sent to [ihall@imecmechanical.com](mailto:ihall@imecmechanical.com)

**On or Before 10:00 am, Wednesday, February 26, 2014**  
(“Closing Date and Time”)

The City of Coquitlam has appointed IMEC Mechanical as the Consultant for this project. The City is installing a Thermenex system connecting City Hall, the Public Safety Building, City Aquatic Complex and the Evergreen Cultural Centre. This tender is for the acquisition of the major equipment only. The Sub-trade tender will be issued in approximately 3-4 weeks.

**Enquiries**

Questions are to be submitted in writing by email sent to: [ihall@imecmechanical.com](mailto:ihall@imecmechanical.com)

**Addenda**

Any changes to the Tender documentation will be issued by means of written Addenda and distributed to companies registered with IMEC Mechanical.

Tenders shall remain open for acceptance for 30 days following the submission Closing Date.

The City reserves the right to accept or reject any or all Tenders and the lowest or any Tender may not necessarily be accepted. The City also reserves the right to cancel any request for Tender at any time without recourse by the Tenderer.

The City will not be responsible for any costs incurred by the Tenderer in preparing the Tender.

Tenders will not be opened in public.

D. Trudeau  
Purchasing Manager