DEPARTMENT OF PUBLIC WORKS AND HIGHWAYS QUEZON III DEO

Procurement Monitoring Report as of December 31, 2024

	Actual Procurement Activities														ABC (PhP) Contract Cost (PhP)							Date of Receipt of Invitation										
Code (PAP)		PMO/End-User	ls this an Early Procurement Activity?	Mode of Procurement	Pre-Proc Conference	Ads/Post of IB	Pre-bid Conf	Eligibility Check	Sub/Open of Bids		Post Qual	Date of BAC	Notice of Award	Contract No Signing Pr	tice to Do oceed Cor	elivery/ mpletion	inspection & Acceptance	Source of Funds	Total	MODE	co	Total	Act Cost (PhP)	со	List of Invited Observers	Pre-bid Conf			Bid	Post Co Qual A	Delivery/ ompletion/ Acceptance (applicable)	Remarks (Explaining changes from the APP)
COMPLETED P	ROCUREMENT ACTIVITIES													tal Contrac	Price of	Procure	ment Activi	ment Activities itles Conducted	0.00	0.00	0.00	0.00	0.00	0.00								
Code (PAP)	Procurement Project	PMO/End-User	is this an Early Procurement Activity?	Mode of Procurement	Pre-Proc Conference	Ads/Post of IB	Pre-bid Conf	Eligibility Check	Sub/Open of Bids	Bid Evaluation	Post Quel	Date of BAC Resolution Recommending Award	Notice of	Contract No Signing Pi	tice to D	Delivery/	Inspection &	Contract Price)	0.00 Total	MODE	co	Total	MODE	co	List of Invited Observers	Pre-bld Conf	Eligibility Check	Sub/Open of Bids	Bid Evaluation	Post C Qual /	Delivery/ completion/ Acceptance f applicable)	Remarks (Explaining changes from the APP)
	Conduct of As-Built Parcellary Survey along Catanauan	Quezon III DEO		Competitive Bidding	N/A	21-12-2024	01-06-2025	20-01-2025	20-01-2025			12	To	tal Allotter	Budget	of On-ro		Government of the Philippines (current year's budget) ement Activities	4,500,000.00		4,500,000.00	0.00	0.00	0.00								Ongoing Procurement Process

Prepared by:

JUAN PAULO M. MONILLA Chief, Procurement Unit BAC Secretariat Head

Recommended for Approval by:

FERDINAND Y. RICABLANCA

Chief, Construction Section **BAC Chairperson**

APPROVED: MICHAEL P. ROSARIA Officer-in-Charge, Office of the District Engineer Head of the Procuring Entity