

Trucking Firm Posting

The Wind Lake Management District is accepting bids for a seasonal contract for a truck and a driver/operator. The WLMD has purchased a weed harvester and a self-unloading trailer with the plan to operate a harvesting program starting in May of 2021. The truck should preferably be 4-wheel drive and must be capable of safely pulling a 33 foot trailer with a GVWR of 16,000 pounds. The trucking firm must maintain one million dollars of liability insurance and provide a certificate of insurance. The driver/operator must be properly licensed, proficient in hauling heavy loads, backing up truck /trailer, and operating the conveyor trailer to off-load the weeds.

The lake weed dump site is within a few miles of Wind Lake and trailer would require off-loading approximately once every hour of operation. The WLMD Harvesting Program Manager will coordinate scheduling the trucking firm on weekdays between the hours of 7am and 5pm, based on weather and hauling needs. The manager will provide a schedule for the upcoming week by 5pm every Wednesday. Because this operation is weather based, WLMD reserves the right to cancel following day operations by noon without charge. Any same day cancelations would allow for a 4 hour minimum charge. The Board anticipates approximately 250 operational hours this year (June-Sept) and most canceled hours would be rescheduled.

The Board is welcoming bids from trucking firms that meet the stated requirements. Bids should include an hourly charge for both truck and driver/operator, a description of the truck to be provided, and any advantages that your firm can provide. Bids should be submitted in writing to: WLMD, PO Box 222, Muskego, WI 53150 and must be postmarked by April 22, 2021. Bid will be awarded at the WLMD meeting on April 26, 2021 at 7pm, Norway Town Hall lower level (6419 Heg Park Road, Wind Lake, WI). It is suggested that bidders attend the meeting to answer questions from the Board. Any bid questions can be directed to Mike Bluemel at 414-305-8875.