Power Systems of MS

14900 Tower Road Vancleave, MS 39565 Phone: (228)-818-8315 Fax: (228)-818-8317 E-mail: mark@powersystemsofms.net

3/22/2024

Baldwin County 312 Courthouse Sq. Ste20 Bay Minette, AL. 36507 ATTN: Junius Long

RE: Baldwin County Maintenance North End

This will consist of installing a new 200 AMP Ser Rated ATS 120/240 1PH to the building. Upgrading service to the building. Electrical tie in from generator to building. Includes start-up, labor, and travel. This work will be done up to electrical code.

Cost: \$10,350.00

NOTE: Baldwin County will move existing generator from south end to north end and use forklift to set genset. Baldwin County will handle slab, permits and tree removal.

Should you have any questions, please contact me at 228-818-8315.

Thanks,

Mark Gotjen Power Systems of MS Accepted By:

Power Systems of MS

14313 Stenum St., Suite D Biloxi, MS 39532 Phone: (228)-818-8315 Fax: (228)-818-8317 E-mail: mark@powersystemsofms.net

3/22/2024

Baldwin County 312 Courthouse Square, Ste. 20 Bay Minnette, AL 36507

ATTN: Junius Long

RE: Baldwin County Maintenance Building South End

This will consist of installing ATS to the building. Electrical tie in from the generator to the building. Starting generator and putting in service. Labor, Travel and Freight

Cost: \$15,792.00

NOTE: Baldwin County will have gas, permits, move generators and slab done.

Should you have any questions please call me 228-818-8315.

Thanks,

Mark Gotjen Power Systems of MS. Accepted By:

Power Systems of MS

14900 Tower Road Vancleave, MS 39565 Phone: (228)-818-8315 Fax: (228)-818-8317 E-mail: mark@powersystemsofms.net

3/22/2024

Baldwin County 312 Courthouse Sq. Ste20 Bay Minette, AL. 36507 ATTN: Junius Long

RE: Baldwin County Maintenance Building South End

This will consist of a new ASCO 300 Series 120/240 Delta SER Rated 3PH NEMA 3R ATS.

Cost: \$7560.00 Lead Time: 6-8 Weeks

Should you have any questions, please contact me at 228-818-8315.

Thanks,

Accepted By:

Mark Gotjen Power Systems of MS