



treasury

Department:
Treasury
PROVINCE OF KWAZULU-NATAL

IT SERVICES MANAGEMENT, DEVELOPMENT, SUPPORT & MAINTENANCE

INTRODUCTION OF THE REVISED PREFERENTIAL PROCUREMENT POLICY FRAMEWORK ACTS REGULATIONS, 2017

The KZN Provincial Treasury invites all service providers and municipal officials within the various Municipal Districts in KwaZulu-Natal to attend a workshop on the introduction of the revised Preferential Procurement Policy Framework Act Regulations 2017, which will be facilitated by the KZN Provincial Supply Chain Management Unit.

The revised PPPFA Regulations were gazetted on 20 January 2017, through the Government Gazette No 40553, Vol No 619 and the application of these Regulations will commence on 01 April 2017. The new Regulations introduce a number of radical approaches within the public procurement space and they will change the manner in which tenders are evaluated and awarded. Provincial Treasury will also use this opportunity to update provincial suppliers on developments in the provincial SCM space and progress made in the implementation of the Procurement Indaba Resolution.

All service providers within the various Municipal Districts in KZN who wish to get clarity on the revised PPPFA Regulations, are hereby invited to attend one of the following workshops in their respective districts:

DATE	DISTRICT	TIME	VENUE
10/04/2017	Ilembe	9:00 – 13:00	KwaDukuza Town Hall
11/04/2017	Uthungulu	9:00 – 13:00	Umhlathuze Civic Centre Richard Bay 5 Mark Strasse: Auditorium
12/04/2017	Umkhanyakude	9:00 – 13:00	Ezibukweni Community Hall
19/04/2017	Zululand	9:00 – 13:00	Indosa Art & Culture hall Ulundi
20/04/2017	Amajuba	9:00 – 13:00	Old Monte Casino
21/04/2017	Umnzinyathi	9:00 – 13:00	Dundee: Endumeni Hall
24/04/2017	Uthukela	9:00 – 13:00	Ladysmith Town Hall
25/04/2017	Harry Gwala	9:00 – 13:00	Ixopo: Peace Initiative Hall
03/05/2017	Ugu	9:00 – 13:00	Civil Centre Ray Nkonyeni
04/05/2017	eThekwini	9:00 – 13:00	Pinetown Civic Centre
05/05/2017	Umgungundlovu	9:00 – 13:00	Pietermaritzburg: City Hall