



Deendayal Hastkala Sankul (Trade Facilitation Centre & Craft Museum) Office of the Development Commissioner (Handicrafts), Ministry of Textiles, Govt. of India, Badalapur, Varanasi -221007, Uttar Pradesh.

Notice Inviting Tender

Request for Proposal of 3-D INTERACTIVE MULTIMEDIA & VIRTUAL World AT Deendayal Hastkala Sankul (Trade Facilitation Centre & Craft Museum), Varanasi, Uttar Pradesh.

Request for Proposal (RFP)/Tenders are hereby invited on online through CPP portal in two Bid System (Technical & Financial) from interested and eligible agencies, who satisfy the eligibility criteria enumerated in the RFP Documents **for Proposal of 3-D INTERACTIVE MULTIMEDIA & VIRTUAL World platform to get immersive experiences of Crafts Museum at Deendayal Hastkala Sankul (Trade Facilitation Centre & Craft Museum), Varanasi, Uttar Pradesh.** The tender document can be downloaded from CPP Portal at URL: <https://eprocure.gov.in/eprocure/app> or website of Office of the Development Commissioner (Handicrafts), www.handicrafts.nic.in;

Information	Details
Tender Publishing Date	04/03/2022, 12.00 noon
Document Download Start Date	04/03/2022, 04.00 p.m.
Pre-Bid meeting	10/03/2022, 11.00 a.m.
Bid Submission Start Date	11/03/2022, 11.00 a.m.
Bid Submission End Date	28/03/2022, 05.00 p.m.
Technical bid Opening date	29/03/2022, 11.00 a.m.
Financial bid opening date	Date and time will be intimated subject to outcome of the result of Technical Bid Qualifiers.

Note: The tentative schedule of dates is as above. However, for actual time and date can be verified/seen from CPP Portal on tender generated sheet.

BACKGROUND OF DEEN DAYAL HASTKALA SANKUL (TRADE FACILITATION CENTRE AND CRAFTS MUSEUM).

Deendayal Hastkala Sankul (Trade Centre & Museum), is a modern and integrated facility developed by Ministry of Textiles, Govt. of India to support Handloom and Handicraft sector of Varanasi and nearby areas, by providing platform for trade enhancement, facilitation to both domestic and international buyers and carry forward the rich traditions of Handloom and Handicrafts of Varanasi region.

The Trade Facilitation Centre and Crafts Museum, Varanasi was inaugurated by the Hon'ble Prime Minister of India on 22nd September, 2017 and dedicated to the nation as Deendayal Hastkala Sankul (Trade Centre and Museum), Varanasi.

The Sankul is built on contiguous land measuring 7.93 acres with constructed area of 43,450 sq.mt. The Sankul has various facilities such as 28 Shops, 54 Marts, Food court, Restaurant, Bank with Foreign Currency Exchange Services & ATM, space for Government offices, Convention Hall with capacity of 1200 persons, 15 dormitory rooms having total capacity of 81 beds, 18 twin bedded guest rooms, Crafts Museum, Souvenir shop, Amphitheatre and parking space for more than 500 cars. The Museum is already opened to public which is attracting large number of visitors daily.

A Projection mapping show runs at Sankul that navigates the focus of audience from the ancient value of Varanasi to river Ganga, from Ganga to culture, from culture to art and textiles (handicrafts and handlooms) of Varanasi including the GI (Geographical Indications) tags and Bharat Ratnas from Varanasi region.

Cultural programme named as Sanskritik Sandhya Programme is being organized at DHS, Varanasi every Saturday and Sunday.

Crafts Museum:

Crafts Museum Situated in the Deendayal Hastkala Sankul, Varanasi has become a Centre of attraction for the students & tourists in Varanasi. More than thousands of visitors visit the museum every week.

There are 3 Galleries in the Museum. Handloom Gallery on the ground floor is having 41 different kind of weaves of Handlooms on display. Carpet & Dari Gallery is also situated on the ground floor. Handicrafts gallery including contemporary textiles having 425 artifacts on display is on the first floor.

Second floor of the museum was developed into a gallery of paintings taken on loan basis from M/s Swaraj India & Delhi Art Gallery during the Pravasi Bhartiya Diwas organized by Ministry of External Affairs in the year of 2019. M/s Swaraj India & Delhi Art Gallery have taken back their paintings & Art objects. Now the entire 2nd floor area is lying vacant and proposal for setting up of National G.I Gallery on second floor is under process.

A) INTRODUCTION

The rare and finest specimens of traditional Indian handicrafts and handlooms are preserved with the objective that these would serve as source material for the revival, reproduction and development of Indian crafts and artifacts. These source materials are meant for the master craftsmen, art-historians and craft designers along with the people who are interested to know our age-old cultural heritage of India's weaves & crafts. Museum is a special attraction for foreign tourists who wish to have a glimpse of our material culture especially the evolvement of crafts over centuries and how the knowledge passed from forefathers to grandsons.

Today with the advancement of times, Digital has become the order of the day due to the significant advances of computer and communications technology have brought in the post Internet information age we are living.

BRIEF OVERVIEW OF 3-D INTERACTIVE MULTIMEDIA & VIRTUAL World (VW) FILM/LASERGRAMMETRY.

Technologies provide museum curators, researchers and archeologists with new tools to capture in 3D ancient objects, artifacts or art pieces. They can then study, restore or simply archive them with much more details

than traditional 2D pictures. It is even possible to study damaged sculptures and artifacts of entire archeological sites through **3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM**. There are many advantages to use **3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY World (VR) FILM** in the museology and archeology fields:

- Capturing more details. **3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM** is more accurate than the human eye and can digitally capture a high level of details. Museums can now create their own 3D archives and store digital 3D models of their entire collections, instead of relying on mere 2D pictures.
- Installation of interactive multi-user smart interfaces and transparent display as part of enhancement as per digitization framework.
- Improving accessibility to museums and cultural heritage. **3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM** opens the doors to virtual visits of museums. A person can visit a museum from the comfort of his own home.
- Restoring and replicating historical artifacts. Restorative **3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM**, when 3D capture is used in the restoration process, is increasingly used in museums worldwide. To replicate a historical object, a 3D scan has to be done first. The file generated can then be used to 3D print a replica of the piece, in plastic or other materials.

3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM fosters global collaboration, Researchers worldwide can share 3D models obtained by **SPECIAL 3-D DIGITISATION i.e. 3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM** and collaborate remotely. Instead of having to ship artifacts or items, **SPECIAL 3-D DIGITISATION i.e. 3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM** allow scientists to capture 3D models of these artifacts, the 3D files obtained can then easily be shared via internet with the global scientific community.

B) AIMS OF THE PROJECT

With new technological leaps and changing economic status, the vision of doing the **3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM** project is to evolve and be able to address the future paradigms for Indian crafts and culture. A Digital Archive of Indian Crafts gives a chance to create linkages on one hand with India's digital natives who feel a strong need to connect with an authentic identity and on the other with Craftspeople and Artisans who are unable to connect with their potential new patrons and craft lovers across the world. Through this intervention we would be able:

- To preserve objects, craft techniques and methods through restoration, documentation.
- To democratize & make crafts accessible to everyone through archiving and display.
- To connect & make the crafts museum an epicenter for collaboration and interdisciplinary experiments by connecting existing stakeholders attracting the interest of larger community towards crafts and heritage of India.
- To digitize the entire Museum in a very creative way specifically on-line 3-D Interactive Multi-Media and virtual reality museum which can be used as online methodology for accessing Museum on website.

- To link Museum art effects and other important site of the Museum Complex by aligning them with latest technology.
- Online display of galleries and other objects.
- To provide interactive multi-user smart interfaces and transparent displays to enhance the digitization frame-work.

C) PURPOSE.

- i. To attract visitors to come to see the Crafts Museum by seeing 3-D & VR on the websites.
- ii. To attract dignified and real lovers of handicrafts and handlooms to visit the shops and marts to purchase the items.
- iii. Utilization of conventional hall and atrium area for more generation of revenue.

D) SPECIFICATIONS & SCOPE OF WORK

Specifications and the quantum of work involved while preparing of plans and proposals. The agency/organization/institute/business entities shall be responsible for:

1. 3D depth Scanning of the sites and objects will have to be done using some or all of the scanning technologies such as 3D LIDAR, 3D Drone shoot, 360°shoot, ultrasound and electromagnetic depending upon the requirement to be captured to get maximum details of object such as textures, colours, structural density of materials, details of foundations etc. These should be usable not only in digitizing the monument but also help in proper restoration.
2. Ensuring that the native resolution of scan will be higher to be at par with the best possible resolution available anywhere in the world as on date.
3. Creating textures in at least 5 different categories depending on the requirement of the object scanned (after the scanning is done) to create the required surface finish of the objects.
4. 3D model creation from the scanned cloud points and model optimization. Digital reconstruction of the sites and objects.
5. Developing interaction modules to enhance various features or USPs of site and show the digital reconstruction.
6. Creating Virtual reality based applications with interactive online walkthrough of 3D environments.
7. The content generated must be done keeping in view the possible technology developments and should be upgradable to new platforms and data files can be stored separately.
8. Designing the required equipment and infrastructure required for storing, delivering/streaming the content to the end users in through different experience enhancing modes (both indoor and outdoor) in a user-friendly manner.
9. **3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM** of approximately 2,500 artifacts.
10. Artifacts can be up-to 8 feet height maximum.

It may please be noted that the technologies mentioned here are indicative and may be extended further.

Indicative Technical Specifications:

1. Scanning Precision of 0.2mm required.
2. Accuracy of Scanned Data upto 0.4 mm.
3. Volumetric accuracy up to 0.45 mm required.
4. Minimum scan speed of 10 frames/s; 3,000,000 points/s

Creation of interactive 3D modeling and rendering"/Creation of interactive 3D walkthrough of site".

It is planning to get the works of digitization of several identified important locations in the sites in very high resolution, at par with the international best standards done on the sites for public dissemination of information/knowledge and to enhance the experience of visitors visiting these sites:

1. Digitization of the identified important locations in the sites in very high resolution at par with the international best standards and that can good for online web and Virtual environment creation.
2. Digitization of the identified excavated/collected objects, sculptures etc. by 3D scanning in high resolution providing the content to visitors through dedicated software to explore them by maneuvering/zooming, viewing in different lighting conditions, viewing sectional details, etc. in both online stand-alone platforms.
3. Creation of high polygon and high resolution authentic 3D digital reconstructions/ recreations of sites and/or monuments to visualize the past glory with necessary properties Such as texturing, material properties, colours etc. based on the references, guidance, research findings etc. provided and approved by owner organization/specialists engaged.
4. Creation of interactive and depth based 3D realistic virtual walkthrough of the site for viewing and experiencing the history of the site using various output displays such as
 - (a) Head Mount Devices (HMDs) by 15 or more visitors simultaneously;
 - (b) Viewing in tabs , mobiles across all platforms etc.
 - (c) Editing add of Objects inside the virtual Environments to make immersive experience.
 - (d) Viewing in tabs, mobiles across all platforms etc.
 - (e) Projection in outdoor condition on surfaces such as water screens, fountains etc. using laser projection systems and the like.
 - (f) Introduction in audio and visual formal in these interactive environments.
 - (g) Real time change can happened on these online realistic and virtual space environment.
 - (h) Integration of multimedia content connecting software platform to integrate with these online realistic. and virtual space environment.
 - (i) Future update of these existing online realistic and virtual space environment.
5. Creation of interactive 3D walkthrough of site, in as is where is basis /condition, for projection on large size screens to create immersive cube to provide virtual immersive experience of visiting the site to the visitors.
6. Creation of augmented reality app with rich content for providing location-based enhanced experience to the visitors on-site. This content should have interaction such as zooming in, maneuvering, rotation to see all sides of the object/monument etc.
7. Creating a library of contents generated for the above applications/delivery modes and providing the content generated in any other formats that may be required for applications such as projection mapping show etc.

8. Online Integration of the content on web to access by multiple users simultaneously.

9. 3D Scanned files in. STL /.OBJ format.

Note: Work should be completed within a maximum time frame of 12 months.

D) 1-ELIGIBILITY CRITERIA

- The bidder must be registered (as on 31/3/2021). under appropriate authorities i.e. must be registered with Service tax authorities/Income tax/EPF/ESI authorities/PSARA/PAN etc.
- The applicant must have experience in successfully executing minimum three **Multimedia of Museum/Digital Creation of Multimedia of same nature** projects (Attach supporting work order, completion certificate or Payment Receipts as applicable).
- Agency/Company should be able to demonstrate expertise in the area of including 3D interactive multimedia and virtual reality /Lasergrammetry of Objects. (attach work orders)
- Must not have been under any declaration of ineligibility by any authority. A declaration to the effect should be furnished;
- A consistent history of litigation or arbitration awards against the applicant may result in disqualification.
- Each bidder shall submit only one bid for one RFP. The system shall consider only the last bid submitted through the e-Procurement portal. In case of packaging/slicing of services, it should be clarified, how multiple bids and discounts by a bidder in different slices would be considered.
- The implementing Agency has the right to cross check the credentials from the Organizations where the Applicant has completed the work. Implementing Agency as and when required would visit to see the work undertaken / executed.
- Agency shall bring the proposed VR device (for which bid is submitted) during the presentation and prepare a sample 3D Virtual tour of museum for demonstrating the same to the Agencies have to provide Online Multimedia & Online VR run environment. Bid include cost for all hardware, software services licenses for 3D rendering etc. which is necessary for delivery of work. Internet to run the content shall be provided by Crafts Museum.
- Agency will make necessary arrangement such as installation hardware, arranges stand for keeping VR and all required accessories, power supply, charger, etc.
- Component/Spares/Accessories: If bidder doesn't quote for some component/spares/accessories specifically indicated in the tender for consideration along with the main equipment, the same shall be considered as "free supply". Bidders shall be required all the items and quantities as per the tender as the job is of comprehensive nature.
- Unit wise Hardware price shall also be provided by the agency in the financial bid. Also, submit specification and OEM warranty in Technical bid of proposed hardware.
- "Hardware" proposed by the agency, should have after-sales support/ service in India.
- In case the agency selected through tender, the department will have right to change the Specifications and Quantity of Hardware proposed by selected agency as per the need of Department. Cost difference, if any, arose due to the modification may be adjusted accordingly.
- Selection of agency shall be on the basis of mark obtained by Quality cum Cost-Based Selection (QCBS) system. Heights Scorer will be decided on Techno commercial ratio of 70:30.

- If agency is selected for award of contract, the agency shall mandatorily to provide AMC @10 %(maximum) of contract value for period of 3 years.
- Agency shall submit AMC cost in percentage along with bid. Bid without AMC shall be rejected at the discretion of NCM&HKA.
- committee members to understand their concept and to examine the feel user experience of the proposed solution. Similar or higher quality solution will be delivered by the agency if contract is awarded to them. No payment shall be made to the agency for Demo preparation/demonstration.
- **Financial Capability:**
 - a) Average Annual financial turnover of related services during the last three years, ending 31st March of the previous financial year, should be at least 30% (Thirty per cent) of the estimated cost.
 - b) Liquid assets and/or credit facilities, net of other contractual commitments and exclusive of any advance payments which may be made under the contract, of no less than the amount specified in the BDS.

2- EMD will be 2% of the total project cost. Micro and Small Enterprises as defined in MSE Procurement Policy shall be exempted from EMD. The EMD may be accepted in the form of Account Payee Demand Draft, Fixed Deposit Receipt, Banker's Cheque or Bank Guarantee from any of the Commercial Bank or Payment online in an acceptable form, safeguarding the Deendayal Hastkala Sankul (Trade Facilitation Centre and Craft Museum), Varanasi interest in all respects. EMD should be valid for a period of 45 days beyond the final bid validity period. EMD will be returned to the unsuccessful bidders at the earliest after expiry of the final bid validity and latest on or before the 30th day after the award of the contract.

E) SUBMISSION OF BIDS

FORM FOR TECHNICAL PROPOSAL
INFORMATION AT A GLANCE : TECHNICAL BID

All information should be given in writing with complete details

3D Real Graphics For Delivery Online Interactive Web Platform And Virtual World Platform Deendayal Hastkala Sankul (Trade Facilitation Centre & Craft Museum)Office of the Development Commissioner (Handicrafts), Ministry of Textiles, Govt. of India,Badalalpur, Varanasi -221007, Uttar Pradesh.

With reference to Tender Notice No. _____ dated _____, the undersigned furnishes below/encloses herewith following details/documents aspart of Technical Bid for consideration.

Sl. No.		Page number from ____ to ____
1.	General Profile of the firm (i) Name & address of agency, authorized signatory, office address, phone number, mobile number, email ID, type of agency, registration number and GST/PAN number, bank account details, information regarding any litigation in last 05 years.	
2.	Details of three projects relating to 3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY(VR) in the Museum(attach a copy of agreement/ document, name of clients, clients address, phone number)	

Sl. No.		Page number from ____ to ____												
3.	Evidence of adequacy of working capital for this contract (access to line of credit and availability of other financial resources)													
4.	List of professional employees and consultants of the firm having Experience in the required area of expertise.													
5.	Annual turnover for the last 3 years (Copy of audited balance sheets of the firm certified by CA along with ITR for last 3 years be attached).	<table border="1"> <thead> <tr> <th>F/Year</th> <th>Turnover (Rs. In Cr.)</th> <th>Net profit (Rs. In cr.)</th> </tr> </thead> <tbody> <tr> <td>2018-19</td> <td></td> <td></td> </tr> <tr> <td>2019-20</td> <td></td> <td></td> </tr> <tr> <td>2020-21</td> <td></td> <td></td> </tr> </tbody> </table>	F/Year	Turnover (Rs. In Cr.)	Net profit (Rs. In cr.)	2018-19			2019-20			2020-21		
F/Year	Turnover (Rs. In Cr.)	Net profit (Rs. In cr.)												
2018-19														
2019-20														
2020-21														
6.	Details of Earnest Money Deposit (EMD) / Exemption supporting documents i.e, DD details or MSME/NSIC Regn No. & date relevant document to be attached													
7.	Affidavit for non-involvement in corrupt practices and not black listed by any organization as per attached format													

Note : # Page number of supporting documents be mentioned.

Further, I agree to the all terms and conditions as mentioned in the tender document, which includes **3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR)** with specifications mentioned in tender , time schedule for completion of work otherwise liable for penalties, etc.,

Date :

Stamp with signature of authorised signatory

UNDERTAKING BY THE BIDDER ON NON JUDICIAL STAMP PAPERDECLARATION – 1

1. I _____ son / Daughter / Wife of Shri _____ Signatory of the agency / firm mentioned above is competent to sign this declaration and execute this tender document:
2. I have carefully read and understood all the terms and conditions of the tender and undertake to abide by them:
3. The information / documents furnished along with the above application are true authentic to the best of my knowledge and belief. I / we / am / are well aware of the fact that furnishing of any false information / fabricate document would lead to rejection of my tender at any stage besides liabilities towards prosecution under appropriate law:
4. We do hereby declare that the entries made in the Bid document are true and also that we shall be bound by the acts of our duly constituted Attorney.
5. We do hereby declare that the Bidder has not been blacklisted/ debarred by any Govt. Department / Public sector undertaking. We hereby declare that the Bidder was blacklisted / debarred by _____ (here give the name of the Department/Agency) for a Period of which period has expired on ____ (Full details of the reasons for blacklisting/debarring, and the communication in this regard, should be given (*).(*)) (Strike out whatever is not applicable).
6. We hereby declare that the contract entered into by the Bidder Firm with any Govt. Department/ Public Sector undertaking has not been terminated before the expiry of the contract period any point of time the last three year for breach of any terms and conditions.
7. We also certify that none of relative (s) employed in Crafts Museum, being a partner in the tendered company.
8. We certify that all information furnished by the Bidder Firm is true & correct and in the event that the information is found to be incorrect/untrue, the museum have the right to disqualify the Firm without giving any notice or reason therefore or summarily terminate the contract, without prejudice to any other rights that the museum may have under the Contract and Law.

Signature of Bidder Authorized Signatory
Seal

FORM FOR FINANCIAL PROPOSAL

(Preferably On the letter head of the Bidder)

[Location, Date]

To,

Sr. Director (Handicrafts),
Office of the Development Commissioner (Handicrafts),
Ministry of Textiles, Govt. of India,
West Block VII, R. K. Puram,
New Delhi-110066

Subject: Proposal for 3-D INTERACTIVE MULTIMEDIA & VIRTUAL REALITY (VR) FILM as mentioned in Tender & Addendum to Tender.

Dear Sir,

We, the undersigned, are pleased to provide our offer for **3D real graphics for delivery online Interactive web platform and Virtual World platform as per the details mentioned in tender document.**

Our Financial Proposal is Rs. _____ (Rupees _____ only)
Inclusive of all other charges and taxes as payable under the law.

Our Financial Proposal shall be binding upon us subject to the modifications resulting from negotiations, up to expiration of the validity period of the proposal, i.e. 90 days from the date of submission of the proposal.

We understand that you are not bound to accept any proposal you receive.

Yours sincerely,

Authorized Signature [In full and initials]:

Name and Title of Authorized representative:

Name of Firm with stamp:

Address:

Note: Financial Bid in Excel format may please be uploaded in CPP Portal. The rates quoted in the financials shall be inclusive of all taxes, levies etc. Nothing extra shall be payable in addition to the accepted rate as per the Price Schedule.

F) EVALUATION / SELECTION PROCESS

- The evaluation would be on both Technical and Financial Bids
- The technical bids shall be scrutinized by the Committee constituted for the purpose. The Committee will assess the ability of the agencies to carry out the requisite work and quality of profile and experience of the agency in the field.
- The bid would be technically evaluated as per the Eligibility Criteria mentioned in **Point-D**.
- The applicants who will be shortlisted as per above evaluation, if necessary shall be called for presentation.
- The Criteria for Technical Evaluation is as below:-

SL. NO.	CRITERIA	SCORING
1.	<p>Organizational strength of the company and its experience in executing such works nationally and internationally.</p> <p>a) Qualification and Experience of Team Leader and numbers of Core Team of Technical / Professional Manpower that will be deployed.- 20 marks</p> <p>b) Average Annual financial Turnover of the company in last 3 years (FY 2018-19, 2019-20, 2020-21) not less than 1.00 crore – 5 marks</p> <p>c) Average Annual financial Turnover of the company in last 3 years (FY 2018-19, 2019-20, 2020-21) more than 1.00 crore and less than 2.00 crore – 5 marks</p>	Max 30 Marks
2.	<p>Demonstrate expertise of agency in the area and having experience in projects related to 3-D Interactive Multi-media and Virtual Reality of Museums/ Lasergrammetry of objects.</p> <p>a) 05 years of experience in the field of 3-D Interactive Multi-media and Virtual Reality of Museums / Lasergrammetry – 10 Marks</p> <p>b) For every added year of experience - 1 Marks Maximum upto additional 5 years of experience – 5 Marks</p> <p>c) Experience of minimum three 3-D Interactive Multi-media and Virtual Reality of Museums / lasergrammetry projects/work orders with completion certificates/payment receipts in last 5 years (FY 2015-16 to FY 2020-21) - 5 marks</p> <p>d) For additional work order - 1 marks: Maximum up-to additional 5 work orders with completion certificates or</p>	Max 30 marks

SL. NO.	CRITERIA	SCORING
	<p>payment receipt in last 3 years (FY 2018-19 to FY 2020-21) – 5 marks</p> <p>e) Global Experience of applicant - more than 1 International work orders in last 5 years (FY 2015-16 to FY 2020-21) - 5 Marks.</p> <p>Past Experience:</p> <p>Following work experience shall also be considered in addition to work experience given in original tender documents-</p> <p>a(The bidder must have at least three years’ experience of providing similar type of services to Central/State Government/PSUs/ Nationalized Banks/Reputed Organisations. Services rendered with list of such Central/State/PSUs/Nationalized Banks/Reputed Organisations with duration of service shall be furnished.</p> <p>b(The bidder must have successfully executed/completed Multi-Media Museum Project, over the last three years i.e. the current financial year and the last three financial years: - i(Three similar completed services costing not less than the amount equal to 40%)Forty per cent(of the estimated cost; or ii(Two similar completed services costing not less than the amount equal to 50%)Fifty per cent(of the estimated cost; or iii(One similar completed service costing not less than the amount equal to 80%)Eighty per cent(of the estimated cost.</p>	
3.	<p>Methodology & Approach: Bidders should share their Methodology & Approach based on the requirements of EOI:</p> <p>Detailed plan from inception to closure of the assignment – 10 marks</p> <p>a) Role of team leader, each deployed staff and support staff inputs- 10 marks</p> <p>b) Complete Profile of the Agency with complete range of technology used – 10 marks</p> <p>c) Capability of applicant & credibility keeping in view latest technological advancements.- 10 marks</p>	Max 40 marks

- A presentation of the previously completed orders must be given along with technical document. The Presentation / detailed flow of events of work should substantiate in detail the

agency profile with a complete range of technology used. The presentation should show the capability of bidder & credibility keeping in view latest technological advancements.

- Minimum marks required to qualify technically is 70.
- The financial Quote of only those agencies will be considered, who have qualified technically.
- Technical and financial scores obtained by all the applicants would be summed and the vendor with highest score would be awarded the work
- Total scores of the applicants would be calculated as per the following formulas:

Technical Bid Financial Bid (Techno Commercial ratio 70:30)

1. $(T1/Tmax)*0.7+ (Lmin/L1*0.3)$
2. $(T2/Tmax)*0.7+ (Lmin/L2*0.3)$
3. $(T3/Tmax)*0.7+(Lmin/L3*0.3)$

- Errors & Rectification: Arithmetical errors will be rectified on the following basis: "If there is a discrepancy between the unit price and the total price that is obtained by multiplying the unit price and quantity, the unit price shall prevail and the total price shall be corrected. If there is a discrepancy between words and figures, the amount in words will prevail".

G) PAYMENT TERMS

1. No advance payment to be made.
2. Running payment shall be done as per following:
 - i) First 20% payment on completion of 30% work.
 - ii) Second 20% payment on completion of 50% work.
 - iii) Third 20% payment on completion of 70% work
 - iv) Fourth 20% payment on completion of 90% work
 - v) Full & final payment after completion of 100% work.

H) TIME OVERRUNS DUE TO DELAY IN THE PROJECT

Effective Date:

"Effective Date" means the date on which the Contract has been signed between DHS, Varanasi & the applicant / contractor.

All artifacts for laser scanning shall be provided by DHS, Varanasi within maximum 8 months from the Effective date. The artifacts shall be provided in lots as decided mutually.

- I)1.** In case, there is delay in handover of the artifacts from NCM&HKA for the purpose of laser scanning; A letter mentioning the extension of completion period due to delay of issuing the artifacts shall be given to the applicant along with work order time extension.

2. If the applicant is not able to complete the project in the said duration of 12 months or the extended schedule as per H point (if applicable) from the Effective date; a penalty of 1% of the total basic order value shall be applied to the applicant for a delay of every 30 days. Maximum penalty shall be of 5% of the total order basic value.

J) CONSEQUENTIAL DAMAGES

It is specially understood that neither party shall be at any time liable to the other for any loss of profits or any similar indirect damages incurred or suffered consequently by either party in respect of the plant or work there under.

K) FORCE MAJEURE

The terms and conditions mutually agreed upon in respect of this quotation shall be subject to 'Force Majeure'. Neither DHS, Varanasi nor Contractor shall be considered in default in the performance of its obligations hereunder, if such performance is prevented or delayed because of war, hostilities, revolution, civil commotion, strike, accident at works, break-down of machinery, embargo, tempest, default by sub-suppliers, lockout, epidemic, pandemic, accident, fire, cyclone, flood or because of any law, order, proclamation, regulation or ordinance of any Government or of any sub-division thereof or because of any Act of God or any other cause whether of similar or dissimilar nature beyond the reasonable control of the party affected. Any delay due to Covid-19 pandemic shall also be considered under Force Majeure condition.

The party affected may notify the other within 15 days of the occurrence of the contingencies and of the obligation, performance of which is thereby delayed.

Should one or both the parties be prevented from fulfilling their obligations by a state of Force Majeure lasting continuously for a period of three (3) months, the two parties should consult with each other regarding the future implementation of the contract.

L) SCOPE VARIATION

The scope variation shall be after the mutual agreement between Seller and Purchaser. If any part of the contract after signing of the contract are deleted from the scope of the Services of Bidder, 8.5 % of the cost of such part / services will be retained in the Total Price and the balance 91.5 % of the cost of the Services shall be reduced from the Total Price.

The above formula for reduction in scope of work is applicable up till a reduction of 20% of the Total Price. Any reduction beyond 20% in the scope of work will require mutual agreement.

M) RIGHTS

DHS, Varanasi reserves the right to accept or reject any offer based on technical / financial evaluation without assigning any reason.

Being Department having the copyright of the database, the agency shall have no right to share the data with any third party without taking prior approval of this office.

N) Additional Terms and Conditions:

1. GFR Guide lines as well as relaxations instead of MSME for start-ups shall be considered regarding prior turn and prior experience subject to meeting quality and technical specifications in accordance with the requirement of the project. Hence, Start-ups must have at least one experience of subject work.
2. In case of any ambiguity about the Term & conditions & Scope of the project, the decision of Deendayal Hastkala Sankul (DHS), Varanasi, in this regard shall be final and binding.
3. The office of Deendayal Hastkala Sankul (DHS), Varanasi and the contractor shall make every effort to resolve the dispute amicably by negotiation / mutual understanding and in case the dispute remains unsolved then the same shall be referred to an Arbitrator as per Arbitration and conciliation Act, 1996 in Delhi/Varanasi.
4. Complete Training shall be provided at own site for employees of museum for operating the systems and provide this service till Customer Satisfaction for at least 20 days free of cost.
5. For any queries regarding tender may be addressed to email: sohanjha1989@gmail.com; dhs.tfc.dch@gmail.com
6. The Competent Authority for and on behalf of Deendayal Hastkala Sankul (DHS), Varanasi shall have full powers for removal of any or all of the Goods supplied by the Contractor which are not in accordance with the contract specifications or which do not conform in character or quality to the samples approved by the Deendayal Hastkala Sankul (DHS), Varanasi.

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