TOWER BRIDGE REDECKING 2016 FEES & INVESTIGATIONS

TRADITIONAL PROCUREMENT		W3 to GW4	G	W4 to GW5	GW	/5 - completion	TOTAL		
Design Consultant (AECOM/other)	£	62,000	£	126,000	£	52,000	£	240,000	
Cost Consultant	£	39,000	£	78,000	£	33,000	£	150,000	
Investigations	£	50,000	£	30,000	£		£	80,000	
Staff Costs	£	25,000	£	50,000	£	34,500	£	109,500	
TOTALS	£	176,000	£	284,000	£	119,500	£	579,500	

ECI & 2-STAGE D&B PROCUREMENT	GW3 to GW4		(GW4 to GW5	G۷	V5 - completion	TOTAL		
AECOM (Client Engineer)	£	62,000	£	46,000	£	52,000	£	160,000	
ECI Contractor	£	47,000			£	-	£	47,000	
D&B Design Fees (inc. in works)	£	-	£	126,000	£	-	£	126,000	
Cost Consultant	£	39,000	£	78,000	£	33,000	£	150,000	
Investigations	£	50,000	£	30,000	£	-	£	80,000	
Staff Costs	£	25,000	£	57,500	£	34,500	£	117,000	
TOTALS	£	223,000	£	337,500	£	119,500	£	680,000	

2-STAGE D&B PROCUREMENT	GW3 to GW4		(GW4 to GW5	G۷	V5 - completion	TOTAL		
AECOM (Client Engineer)	£	62,000	£	46,000	£	52,000	£	160,000	
D&B Design Fees (inc. in works)	£	47,000	£	126,000	£	-	£	173,000	
Cost Consultant	£	39,000	£	78,000	£	33,000	£	150,000	
Investigations	£	50,000	£	30,000	£	-	£	80,000	
Staff Costs	£	25,000	£	57,500	£	34,500	£	117,000	
TOTALS	£	223,000	£	337,500	£	119,500	£	680,000	

ESTIMATED FEES IN FINANCIAL YEAR 2015/16

Based on GW3 approval in May 2015 and GW4 submission in late November/early December 2015 GW5 programmed for July 2016

RECOMMENDED OPTION: 2-STAGE D&B PROCUMENT

2-STAGE D&B PROCUREMENT	GW3 to GW4			GW4	to G	SW5	G	W5 - completion		TOTAL
	F	Y 2015/16		FY 2015/16		FY 2016/17	FY 2016/17			
AECOM (Client Engineer)	£	62,000	£	28,000	£	18,000	£	52,000	£	160,000
			£	-	£	-	£	-	£	-
D&B Design Fees (inc. in works)	£	47,000	£	76,000	£	50,000	£	-	£	173,000
Cost Consultant	£	39,000	£	47,000	£	31,000	£	33,000	£	150,000
Investigations	£	50,000	£	30,000	£	-	£	-	£	80,000
Staff Costs	£	25,000	£	34,500	£	23,000	£	34,500	£	117,000
TOTALS	£	223,000	£	215,500	£	122,000	£	119,500	£	680,000

TOTAL RESOURCES GW3 to GW4 £ 223,000

TOTAL RESOURCES IN FY 2015/16 £ 438,500