





|   |  |   |   |
|---|--|---|---|
| <b>SWIMMING -<br/>Access, Safety &amp;<br/>Security</b> | <b>Outcome</b>   | <b>Lead</b>   | <b>Overall status</b>   |
|   | Improved safety, access and security across the three Bathing Ponds. | Edwin Birch/Richard Chamberlain (C. Surveyors)<br>Stefania Horne/ Paul Maskell (HH) |  |

**Date of Report: 29 December 2022    Phase: Procurement**

| Highlights   | Next Steps   | Metrics  | Status  |
|--|--|----------|---|
| <ul style="list-style-type: none"> <li>Tender period ended 10<sup>th</sup> December 2022. <ul style="list-style-type: none"> <li>4 bids were received</li> <li>All bids were over the pre-tender estimate of £490k</li> <li>A funding gap has been identified and further discussions are taking place to identify additional funding streams and value engineering opportunities.</li> <li>The winning proposal is in line with the construction programme estimated at 12 weeks, however this would require the contract to be entered into no later than the end of January 2023 to allow a sufficient mobilisation period.</li> </ul> </li> </ul> <p><b>Looking ahead:</b></p> <ul style="list-style-type: none"> <li>Discussions regarding additional funding streams are being explored</li> </ul> | <p>Gateway 5 Report – January 2023 (Dependant on additional funding)</p> <p>Start on Site – TBC</p> <p>Project Completion – May 2023</p> | Budget   |  |
|  |  | Schedule |  |
|  |  | Risk     |  |

| Risks and Issues  | Reasons for RAG Status  |
|---|---|
| <p>Key Risks</p> <ol style="list-style-type: none"> <li>Market uncertainty and cost increases due to market conditions and inflation</li> <li>Work sequence &amp; access restrictions changes</li> <li>Completing construction work by the end of May 2023</li> </ol> | <ol style="list-style-type: none"> <li>Following the tender, additional funding is required in order to enter into contract in January 2023.</li> <li>Schedule is red pending contract confirmation.</li> </ol> |