

AUTHORIZATION HISTORY ☐ **PSA Amendment**

<u>AMOUNT</u>	<u>DATE – DESCRIPTION</u>
\$18,000,000	08/07/14 (Council) – Council approved Preliminary phase services.
\$57,000	08/07/14 (Administrative Authority)
\$18,000,000	10/15/15 (Council) – Council approved an amendment to the professional services agreement.
\$2,400,000	03/23/17 (Council) – Proposed – Additional funding to provide additional professional services for the ABIA Terminal/Apron Expansion and Improvements Project.
\$38,457,000	<i>Total Contract Authorization</i>

CONTRACT HISTORY

<u>AMOUNT</u>	<u>DATE – DESCRIPTION</u>
\$3,575,492	11/24/14 – Initial contract execution for Preliminary phase services
\$1,561,411	05/27/15 – SA # 1 – Additional Schematic Design services for expanded aircraft Apron areas, new De-icing Facility, new detention tanks and additional Project Definition Manual updates.
\$10,832,127	06/29/15 – SA # 2 – Additional Preliminary phase services for fire suppression and fire alarm systems, design phase services for the Terminal Expansion and Secure Exit Lane
\$19,835,675	11/09/15 – SA # 3 – Design Development through Construction phase services for the new De-Icing Facility, design Development for Bid/Award phase services, and new Boarding Bridges.
\$0	06/01/16 – SA # 4 – Funding Reallocation
(\$329,053)	11/01/16 – SA # 5 – Reduction of Costs
\$289,681	12/15/16 – SA # 6 – Additional design services the straight evaporation pond, storage/land application pond, storage pond liner, additional construction documents, bidding, construction administration, additional inspection requirements, additional coordination and documentation for City of Austin and TECQ requirements, and additional SWPP inspections for Deicing Ponds and additional permitting coordination.
\$252,365	01/20/17 – SA # 7 – Additional design services to reconfigure the boarding bridges and walkways, provide an addition of a Grease Vault for the Concession spaces at the Moon Tower and add additional safety lighting.
\$36,017,698	<i>Total Contract Expenditures</i>