

Tier I Very Low Complexity	Tier II Low Complexity	Tier III Average Complexity	Tier IV High Complexity	Tier V Very High Complexity
Physical Plant Maintenance Workshops  Warehouses / Storage Facilities  Utility Structures / Service Buildings  Low Technology Flex Office Buildings  Standard Parking Structures	General Office Buildings  Physical Plant  Manufacturing Workshops  Mixed Use Parking Facilities  Academic and Medical Classroom Buildings	Medical / Specialty Classroom Buildings  Security and University Police Buildings  Athletic and Recreation Facilities  Libraries  Dormitories and Student Housing	Engineering Labs and Wet Research Labs – Up to BSL2  Theaters, Performance Halls, Auditorium, Assembly Spaces  Dining Halls and Food Service  Outpatient Surgical Center and Specialty Clinics  Telecom / Data Processing Facilities  Medical Labs	Hospitals  Museums and Archival Facilities  Animal Research Facilities  Specialty Research Labs – BSL3 and above

Table 1: Definition of Tiers

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Up to \$50,000	8.6%	10.1%	11.5%	13.0%	14.4%
Up to \$100,000	8.4%	9.8%	11.2%	12.6%	14.0%
Up to \$250,000	8.0%	9.4%	10.7%	12.0%	13.4%
Up to \$500,000	6.9%	8.1%	9.3%	10.5%	11.7%
Up to \$1,000,000	5.7%	6.7%	7.6%	8.6%	9.5%
Up to \$5,000,000	5.4%	6.2%	7.1%	7.9%	8.7%
Up to \$10,000,000	5.0%	5.7%	6.4%	7.1%	7.8%
Up to \$25,000,000	4.9%	5.5%	6.1%	6.7%	7.3%
Over \$50,000,000	4.9%	5.3%	5.7%	6.1%	6.5%

Table 2: Fees per tier

WHEN THE COST FALLS BETWEEN TABULAR LIMITS, THE RATE IS DETERMINED BY INTERPOLATION BASED ON THE ACTUAL CONSTRUCTION COST

0.50	REPLACEMENT OF A SINGLE SYSTEM
0.60	LIMITED DOCUMENTATION
0.70	INTERIORS PROJECT TO MATCH EXISTING CONDITIONS
0.80	NOT REQUIRING MULTIPLE BASIC SERVICE TASKS
0.90	NOT REQUIRING ONE BASIC SERVICE TASK
1.00	STANDARD BASIC SERVICE CONTRACT
1.10	SCOPE IN EXCESS OF STANDARD BASIC SERVICES
1.20	PROJECT REQUIRING SIGNIFICANT DETAILING TO MATCH ADJACENT ARCHITECTURAL VOCABULARY
1.30	PROJECT WITH MULTIPLE PHASES OR DOCUMENTATION NEEDS
1.40	SMALL COMPLICATED PROJECT
1.50	ICONIC BUILDING

Table 3: Fee Multiplier