

This is a published notice on the Find a Tender service: <https://www.find-tender.service.gov.uk/Notice/010199-2021>

Not applicable

City Centre Public Realm Works

Birmingham City Council

F14: Notice for changes or additional information

Notice identifier: 2021/S 000-010199

Procurement identifier (OCID): ocds-h6vhtk-02a653

Published 11 May 2021, 12:20am

Section I: Contracting authority/entity

I.1) Name and addresses

Birmingham City Council

10 Woodcock Street

Birmingham

B4 7WB

Contact

Corporate Procurement Services

Email

etendering@birmingham.gov.uk

Telephone

+44 1214648000

Fax

+44 1213037322

Country

United Kingdom

NUTS code

UKG31 - Birmingham

Internet address(es)

Main address

www.finditinbirmingham.com

Buyer's address

www.in-tendhost.co.uk/birminghamcc

Section II: Object

II.1) Scope of the procurement

II.1.1) Title

City Centre Public Realm Works

Reference number

2021/S 000-007906

II.1.2) Main CPV code

- 45000000 - Construction work

II.1.3) Type of contract

Works

II.1.4) Short description

The Council wishes to establish a contract to undertake public realm works in the city centre. The following works are required: • An improved public realm in the area outside of the Council House to create an attractive focal point in the city centre, improving the overall experience for visitors and better connectivity; particularly those arriving to support the Commonwealth Games; • Reinstatement of the River Fountain; • Provision of hostile vehicle mitigation measures at 8 locations within the area. The contract will last for a period of approximately 24 months (unless terminated under agreement provisions).

Section VI. Complementary information

VI.6) Original notice reference

Notice number: [2021/S 000-007906](#)

Section VII. Changes

VII.1.2) Text to be corrected in the original notice

Section number

II.1.5

Place of text to be modified

Estimated total value

Instead of

Text

Value excluding VAT: £12,110,000

Read

Text

Should read: Value excluding VAT: £9,100,000.