

# **Developer Options for Subsurface Utility Engineering Check**

## Option 1: Planning Ahead with Underground Checks

Before putting in streetlights, you can elect to carefully check what's underground using special methods. This is called Subsurface Utility Engineering (SUE). It's like making a map of hidden water pipes, electric cables, and other stuff buried beneath the surface.

### Doing this:

- Costs more at the start because of all the checking.
- Stops us from accidentally hitting these underground utilities when we put in the streetlight foundations.
- Makes the project run smoother because we know what to expect underground, helping us avoid surprise problems that could delay work and add unexpected costs.
- May be a waste of money, as there is the potential that there aren't any conflicts, resulting in no advantages to costs and time associated with the SUE.

Conclusion: Pay more now with a possibility to save time and money later. May end up paying more now without any added value.

## Option 2: Skipping Underground Checks



In this scenario, you elect that we design the streetlights without checking what's underground first. When we start construction, we're going in blind, not knowing where or if there are buried utilities like pipes or cables. Sometimes, there might not be any, so there is a potential that you are saving money by not doing the checks.

#### But:

- If we find utilities while working, it could cause big problems, like having to change our plans. A change in the project at this stage would be a project change order and could result in remobilization
- These surprises can delay the project, sometimes by months, and end up costing more money and time than expected.

Conclusion: Save money upfront but risk running into unexpected problems that could make the project more expensive, and take much longer, in the end.







