

News

29.11.16

Morgan Sindall at the double on Scottish local authority frameworks

Morgan Sindall has secured places on two major Scottish local authority main contractor frameworks in the last month.

The company, which has offices at Eurocentral and in Inverness, has been appointed to the Aberdeenshire Council main contractor framework and the City of Edinburgh's first major project main contractor framework.

The Aberdeenshire framework replaces the existing arrangements which were tendered in 2013. The new three year framework which has the option to extend by an additional year, has an estimated value of £125 million for its duration and is expected to be used as the procurement route for a series of schools, offices and other community facilities across the region.

The City of Edinburgh main contractor framework is expected to have a value of around £20 million per annum and be used to procure services to construct civic facilities such as schools, leisure developments and a range of other community buildings.

Harry Thorburn, Morgan Sindall's managing director of construction in Scotland, said: "The type and size of the projects which will be procured through both of these frameworks are ideally suited to our company.

"We are very pleased to have been appointed to both frameworks which will provide great scope for us to add to our growing order book. We look forward to assisting each local authority to deliver important community facilities which arise via both of these appointments."

These appointments follow the announcement made in September that Morgan Sindall had secured a place on the hub South West Scotland framework as a tier one contractor.

The company is currently on site building the £107 million Marischal Square development in Aberdeen city centre and at a range of other public and private developments around the country.

For more information about this news release please contact Jonathan Daly or Steve Sanders at Influential on 0161 935 8474 or email daly@thisisinfluential.com