

COMMERCIAL PUBLISHED RATES AND PRICES
(effective January 1, 2022; Rates subject to change)

SITE & PLATFORM UTILIZATION AND ADDITIONAL TESTING

(NO LABOR OR MATERIAL INCLUDED)

IFSP Utilization Fee	\$100,000 per test series
Extended Hours	\$1,000, up to four hours
Additional Days	\$ 4,000 per calendar day (Days 1- 3)
	\$ 8,000 per calendar day (Days 4- 7)
	\$12,000 per calendar day (Days 8+)
	<i>(also applicable for additional 8hr shifts for afterhours work)</i>
Additional FSP Heavyweight Shots	\$3,000 each shot
Additional IFSP Heavyweight Shots	\$5,000 each shot
Additional Medium Weight Blows	\$1,500 each blow
Additional Lightweight Blows	\$500 each blow
Additional Vibration Testing	\$400/hour

LABOR RATES

(OVERTIME CHARGED AT 1.5 THE STRAIGHT RATE)

Chief Engineer	\$ 334.06 per hour
Test Engineer III	\$ 267.23 per hour
Test Engineer II	\$ 228.28 per hour
Test Engineer I	\$ 176.75 per hour
Analyst	\$ 400.00 per hour
Engineering Tech	\$ 204.62 per hour
Draftsman	\$ 176.75 per hour
Craft Supervisor	\$ 239.42 per hour
Instrumentation Supervisor	\$ 221.34 per hour
Instrumentation Technician	\$ 122.50 per hour
Craftsmen III	\$ 175.39 per hour
Craftsman II	\$ 128.07 per hour
Craftsman I	\$ 97.42 per hour
Administration II	\$ 277.21 per hour
Administrative I	\$ 127.14 per hour

INSTRUMENTATION

Velocity, Acceleration, Strain, Deflection (DRY)	\$1,850 single axis channel/test
Monitoring Channel	\$1,000 per test
Velocity, Acceleration, Strain, Pressure Transducer (WET)	\$2,000 single axis channel/test
Camera: High Speed Video	\$4,500 per test series
Camera: Standard Video	\$1,500 per test series

⁽¹⁾ *Listed rates are for standard shock and vibration testing. Non-standard efforts will be charged on a prorated basis.*

⁽²⁾ *The above rates are based on utilization of existing equipment. Quotes for additional types of instrumentation are provided as requested. This does not include the cost of damaged or destroyed hardware.*

MATERIAL

Invoiced at cost plus 30% including procurement, delivery and administrative costs.