



## What is the Long Term Lodging (LTL)?

Offers furnished accommodations with the comforts and amenities of home for stays of 30 nights or more.

Properties include apartments and condominiums.

Available to all federal civilian and military personnel.

To find out more about LTL and vendors in 350+ markets, please visit us at:

[www.gsa.gov/longtermlodging](http://www.gsa.gov/longtermlodging)

Questions? Please Contact:  
[Trevor.Edwards@gsa.gov](mailto:Trevor.Edwards@gsa.gov)

## Benefits to the Agency / Traveler

- No cancellation fees
- For Property-Specific Solution, deepest negotiated discounts
- For purchases up to \$10K, travelers may pay the vendor with their GSA SmartPay Travel Card

Property-Specific Solution	Vendor-Aided Solution	Assisted Acquisition Service
<i>Best pricing and most flexible terms. Available in select U.S. markets.</i>	<i>Greater U.S. market coverage with pre-negotiated ceiling rates.</i>	<i>GSA manages the procurement process for you. Available for more complex, high dollar value buys.</i>
<p>How it works:</p> <p>For purchases &lt;\$10K, select a vendor that provides the best option and place an order.</p> <p>For purchases &gt;\$10K but &lt; \$250K, select at least 3 vendors, request a quote (via email), then select vendor that provides best option.</p> <p>For purchases &gt;\$250K, request a quote from participating vendors (via email), then select vendor that provides best option.</p>	<p>How it works:</p> <p>For purchases &lt;\$10K, select a vendor that provides the best option and place an order. Vendor required to accept GSA SmartPay Purchase Card.</p> <p>For purchases &gt;\$10K, your Contracting Officer collects quotes in accordance with FAR 8.405 procedures and selects the best option.</p>	<p>How it works:</p> <p>For orders \$50k+, the GSA Assisted Acquisition team will partner with your agency and provide services that offer the best value to meet your needs. GSA collects a fee for this service depending on the dollar value and the complexity of the procurement.</p>