

SiteManager Issues

Issue Title: Contract Time Method

Issue Number: C-003

Short Description

Currently in our advertisements we refer to contract time as Construction Days. FDOT Standard Specifications refer to these as Contract Time. SiteManager, as well as all of Trns*port has three different types of contract time. They are Available Working Days, Calendar Days and Fixed Completion Date.

Problem Statement

For a majority of our construction contracts, can we refer to Contract Time, as Available Working Days and no conflict exist?

FDOT Standard Specifications provides the following definitions.

Calendar Days "Every day shown on the calendar, ending and beginning at midnight".

Contract Time "The number of work days or calendar days allowed for completion of the Contract, including authorized time extensions. When the Contract stipulates a completion date in lieu of a number of work or calendar days the Contract time is the time from Notice to Proceed to the stipulated completion date."

Working Days "Any calendar day, exclusive of Saturdays, Sundays and State-designated holidays, on which the temperature, the weather, and the condition of the soil are such that it is possible for the Contractor 's construction operations to proceed for more than 50% of the day in performing the controlling work items that are in progress at the time."

In SiteManager there are 3 different methods to record contract time. They are:

1. Available Working Days

This most closely matches our current contract days in that every day of the contract must be accounted for as a chargeable day or not. Once the time starts, the number of days that has been granted for this contract must be documented. A day can be designated as a "no charge" day for those reasons allowed by specifications and if designated as a "no charge" day it would not be counted against the contract time designated by "available work days".

This type of contract time would allow us to enter our "notice to proceed" just as we currently do and would also allow us to make payment for procurement of materials as specified in the contract documents without the need to charge contractor any day of this allowed contract time. In this type of contract days, contract progress is measured against the number of charge days used versus the number of available working days allowed. Time exceeding the available working days is assessed as Liquidated Damages.

2. Calendar Days

Contract is given a total number of days that contractor has to complete the work and for the start of time, a projected completion date is calculated based on the number of days allowed added to the Notice to Proceed date. The Notice to Proceed date in SiteManager is used as the start date for contract activity including time. Every day is assumed a charge day and if for some reason an additional day is to be granted then a time extension would have to be processed to move the projected completion date out. Progress is measured based on the current date compared to the start date of contract and the projected completion date. Days beyond the projected completion date are assessed as Liquidated Damages.

3. Fixed Completion Date

A date is established for the completion of the contract. Just like Calendar Day contracts, each day is assumed a charge day and if for any reason an additional day is granted to contractor then a formal time extension must be processed to move the completion date out. The Notice to Proceed date is used as the start of time. Progress is measured based on the current date compared to the start date of contract and the projected completion date. Days beyond the fixed completion date are assessed as Liquidated Damages

Recommend Resolution

It is recommended that for construction contracts where Contract Time is specified in days that within Trns*port this be referred to as "Available Working Days".

Contracts that have a fixed completion date as the Contract Time be referred to as "Fixed Completion Date" in Trns*port.

Resolution Implemented

Date: 4/29/00

Approved by: Construction SiteManager Coordinators