

GMH Planning Ltd

CECA Remote Training Courses

9. NEC4 Common contractual pitfalls and how to avoid them

Why you should attend this workshop?

This one-day workshop will consider some of the more common issues or misconceptions concerning aspects of NEC4 contracts. It is essential that any party entering into an NEC contract know what they are signing up to at tender stage, and how to administer the process during the life of the project. The processes within the contract are largely intended to be pro-active and easy to understand, but it is important to understand the subtleties to minimize any potential impact of not following the prescribed rules.

You will learn about:

The workshop will consider various key aspects of the contract that can commonly be misunderstood or mismanaged so that attendees can make sure that within their organizations these do not become issues that occur. The topics that will be considered include:

- Reviewing tender documents
- Z clauses
- Completing contract data
- Signing the contract
- Project commencement check list
- Delegation of powers
- Communication flow
- Early warnings
- Ambiguities
- Acceptances
- Subcontracting
- Programme acceptance
- Defects
- Payment applications
- Pricing document
- Disallowed costs
- Compensation event process
- Schedule of cost components

The workshop includes questions and case studies throughout the session to ensure understanding of the contractual processes and be able to apply them in practice to real life situations. Attendees should grow in confidence as to what they should be doing but also how they can hold the other party to account if they are not following the rules.

Recommended for

This workshop is recommended for everyone currently involved with or about to be working under an ECC or ECS contract including project managers, contract managers, quantity surveyors, clients, consultants, planners, to make sure they understand which elements of contract data will affect their own specific roles within their organizations.