

GOOD DOCUMENTATION SAVES TIME AND MONEY

An Australian study (Journal of Australian Institute of Steel Construction, Vol 34, No4, 2000) has shown that the quality of design and documentation has a major influence on the overall performance and efficiency of construction projects. Poor design and documentation quality is a major cause of construction process inefficiency, leading directly to delays, rework and variations and contributing to increase in project time and cost for both client and constructors alike. The study quantified the average time and cost allowance made by building contractors at the tender stage to account for the standard of design documentation (figure 1).

One of the conclusions of the study was that it is false economy to screw down consultant fees as the savings at this stage of the project are often outweighed by increased construction costs. The same argument could be made for the false economy of designers producing poor quality design documentation, even if they are being paid low fees. Often any time saved up front at the documentation stage is lost answering numerous requests for information long after the design team has moved onto another project.

To improve documentation levels for structural steelwork, SCNZ has developed a documentation code of practice which is freely available for download from the SCNZ website. This Code of Practice for Structural Steelwork Documentation clearly identifies what contract documents, in particular the drawings, should contain to get good value out of steel construction in New Zealand. The Code of Practice for Structural Steelwork Documentation sets minimum performance criteria that are readily achievable and reflect common practice in the industry. The link to this is www.scnz.org/design-tools/documentation-checklist.

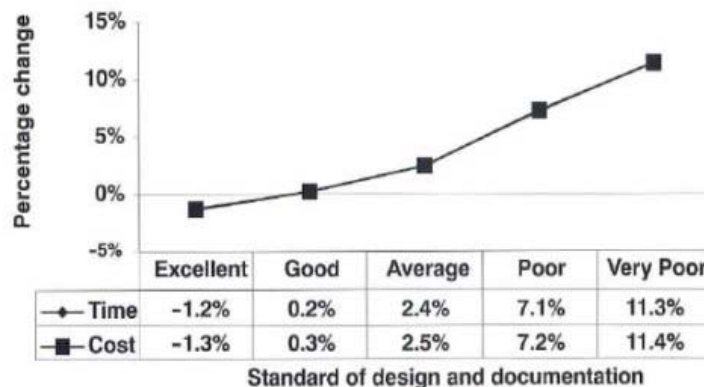


Figure 1:
Average time and cost allowance included at tender stage
(AISC Steel Construction Vol 34 No 4 Dec 2000)

Reference:
SCNZ (Steel Construction New Zealand) - Steel Futures May 2010 / Vol 2 Issue 16