

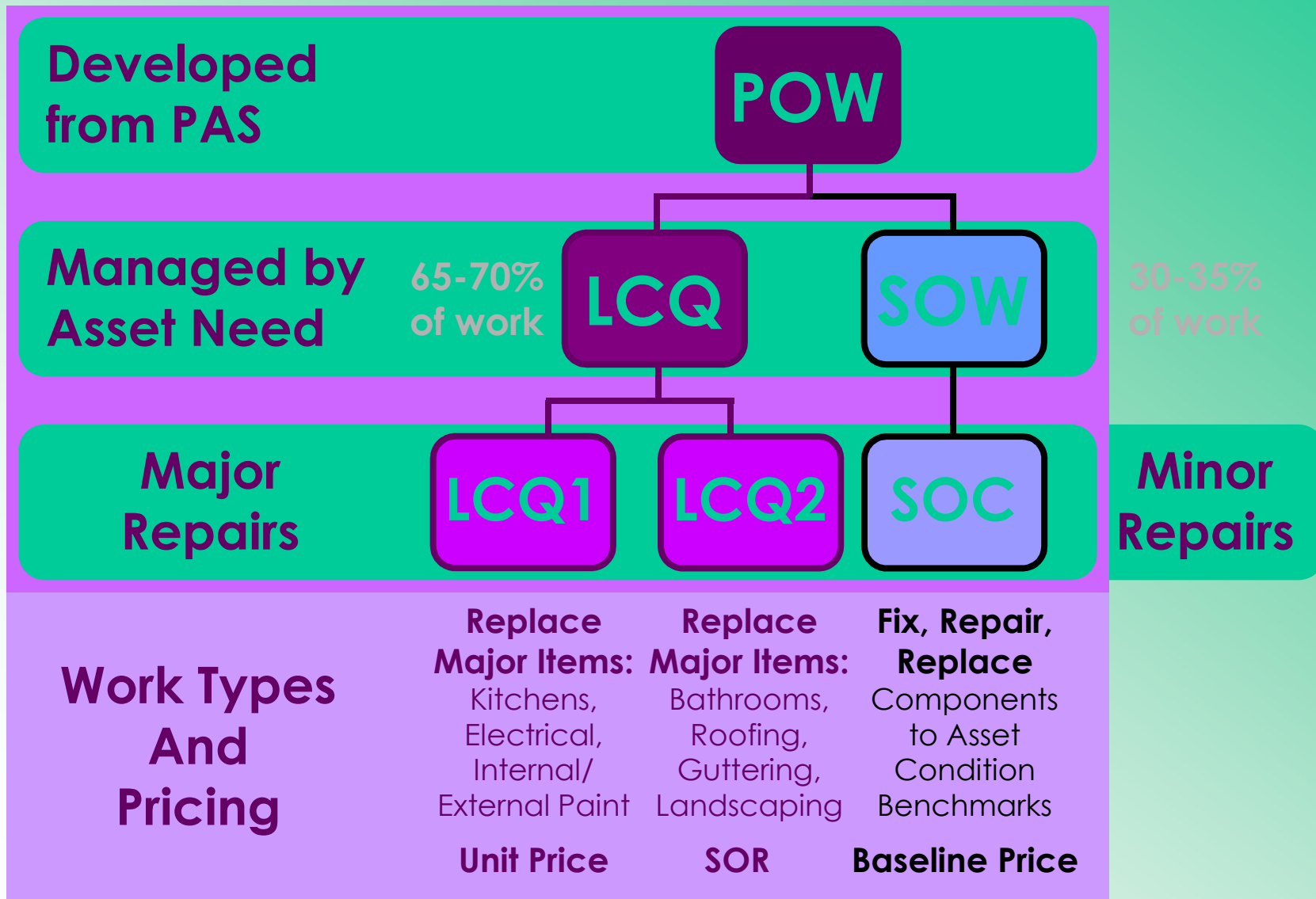
Maintenance Contract MRP08

**Schedule Of Works
(Schedule of Components)**

TRAINING



Program Of Work Elements



SCHEDULE OF WORKS

- SoW is a fix/repair or replacement of minor components that fail to meet HNSW asset standards (eg kitchen repairs to cupboards, drawers or repairs to doors or window repairs).
- Schedule of Components (SoC) is a minor repairs program ***used to deliver*** the Schedule of Works (SoW).
- SoW is a program for total minor repairs needed; the SoC is a tool to fix, repair or replace a sub component and/or add a components.

Schedule Of Components

- This includes fix/repair or replace and add (as applicable) to ensure it is in a condition that complies with HNSW Technical Specification.
In some instances this may require adding a component or sub-component as long as the infrastructure exists to support this eg: single GPO, double GPO required – ADD.

Schedule Of Components

- SoC codes are similar to high level SoR codes (used by HCC) but the main difference is the repairs are in bands and prices are configured/set according to the bands (and cannot vary).
- It should be noted that quantities quoted do NOT aggregate from one band to next band- Refer page 4 of SOW spec.

Schedule Of Components

Contractor can complete the work/repair in their own work method to make items function to asset standard.

Contractor must warrant work.

Schedule Of Components

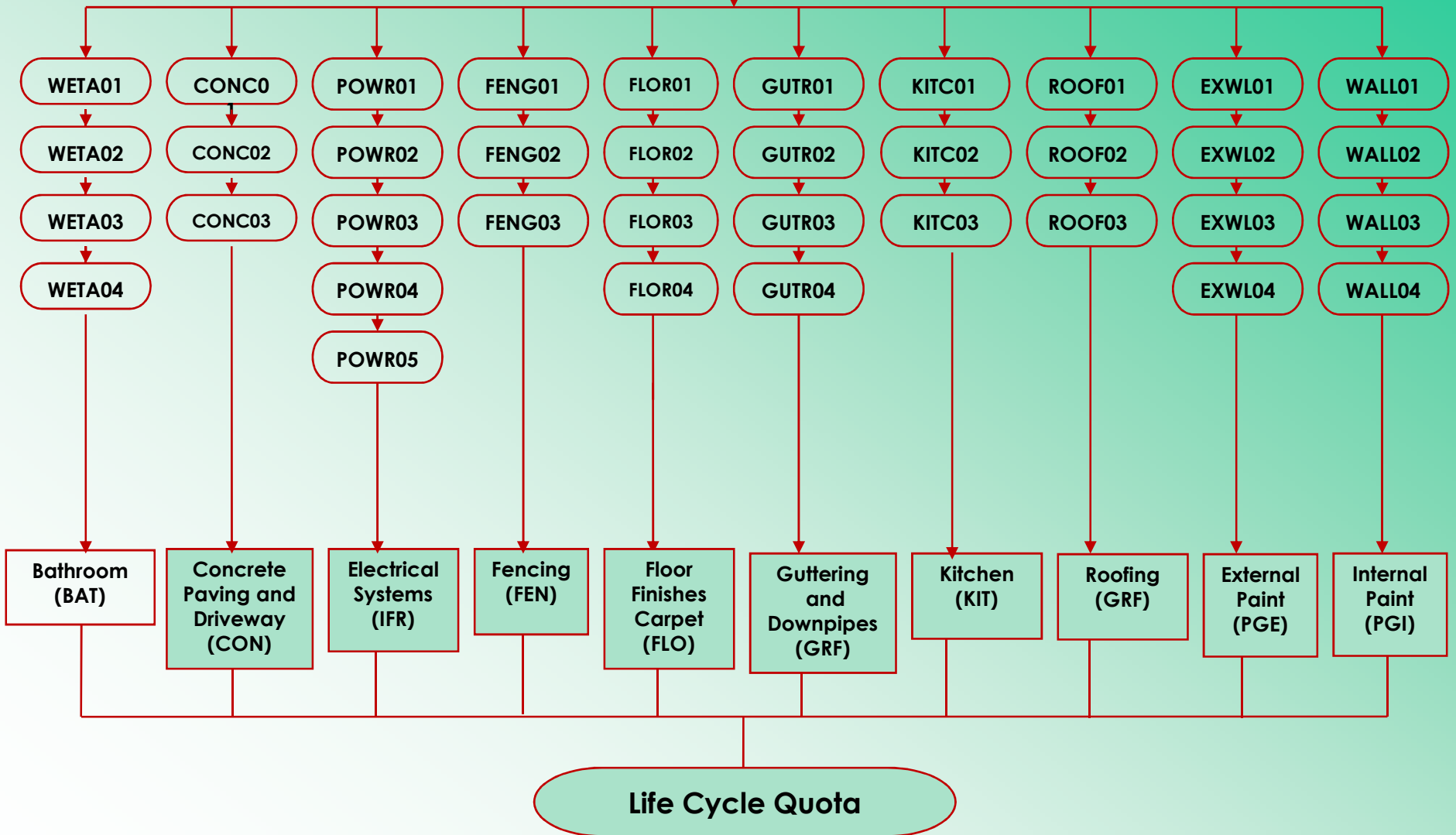
- It includes multiple levels of work within bands (e.g. minor, low, medium, high) that identify specific performance outcomes.
- For example: an internal door is a work band. Within the internal door there are 3 levels of work.

Schedule Of Components

Example:

- DRIN01 - Low Level - Includes easing and adjusting door, trim and plane door to fit, renew doorstops, replacement of hinges, patch holes on both sides and paint
- DRIN02 - Medium Level - Involves low level items including renew door furniture/latch, repair/replace door jamb /architraves and paint.
- DRIN03 – High Level - Replace doorway internal with new, including frame and set if required.

Schedule of Components



EXAMPLES OF SCHEDULE OF COMPONENTS APPLICATION

**Extract from MRP08 – SOC Long Description and
Short Description**

Refer MRP08 Schedule of Components

EXTERNAL WALL

EXWL01 - Low Level



- Walls & Gables External (all types). Low Level involves patch & paint cracks & minor holes in walls. Refix loose sheets, re-attach loose mouldings, joiners or cover strips.
- Replacement of less than or equal to 4 l/m of moulding, joiners or cover strips & replace equal to 1 complete wall sheet or less than or equal to 1.0 sq metre render or weatherboard.
- Repair/replacement of less than or equal to 20 bricks. Re-point less than or equal to 1 sq metre of bricks. Spot paint repairs to match existing including windows.

EXTERNAL WALL (cont)

EXWL02 - Medium level

- Walls and Gables External (all types) medium level involves low level items plus removal of graffiti from walls, clean, apply non sacrificial anti graffiti coatings. Repair/replacement of less than or equal to 75 bricks. Re-point less than or equal to 2 sq metre of bricks.

Replacement of less than or equal to 10 l/m of moulding, joiners or cover strips and replace equal to 2 complete wall sheets or less than or equal to 2.0sq metre render or weatherboard. Re-paint 1 complete wall & spot paint repairs to match existing including windows.



EXTERNAL WALL (Con't)

EXWL03 - High Level

- Walls and Gables External (all types) high level involves medium level items including repair/replacement of all damaged wall sheets, less than or equal to 4.0 sq metre render or weatherboard. Includes all repairs of substrates.
- Re-paint 2 complete walls and spot paint repairs to match existing including windows. Includes replacement of all mouldings.



FENCE (TIMBER)



FENG01 - Low Level

- Involves refixing of all palings, rails caps and lattice. Replacement of less than or equal to 30 palings.
- Straightening fence posts/panels less than or equal to 3 including re-concrete posts and/or refix top/middle/bottom rails, refit fence panels.
- Repair any gates to working order. Replace 1 metal sheet and/or replace 1 cap and/or 2 rails if required. Brick Fence repair/renew up to 20 bricks.

FENCE (Con't)

FENG02 - Medium Level



- Involves Low Level items including renew/supply of less than or equal to 100 palings.
- Straightening fence/gates posts less than or equal to 6. Replacing fence/gates posts less than or equal to 4. Replace equal to 2 panels and/or renew/supply of 1 gate leaf, or 1 panel of metal loop top or decorative fence. Replacing less than or equal to 6 rails including less than or equal to 3 caps and refixing.
- Brick Fence repair/renew up to 100 bricks. Repair any gates to function. Renew lattice.

FENCE (Con't)



FENG03 - High Level

- Fence/Gates all types
High Level involves
Medium Level items plus
fence repairs/replacement
of up to 60% of run of
fence. Repair any gates to
function.
- Brick fence
repair/replacement greater
than 100 bricks - seek
quotes

INTERNAL DOOR



DRIN01 - Low Level

- Includes easing and adjusting door, trim and plane door to fit, renew doorstops, replacement of hinges, patch holes on both sides and paint

DRIN02 - Medium Level

- Involves low level items including renewing door furniture/latch, repair/replace door jamb /architraves and paint.

DRIN03 – High Level

- Replace doorway internal (including frame and set if required) with new.

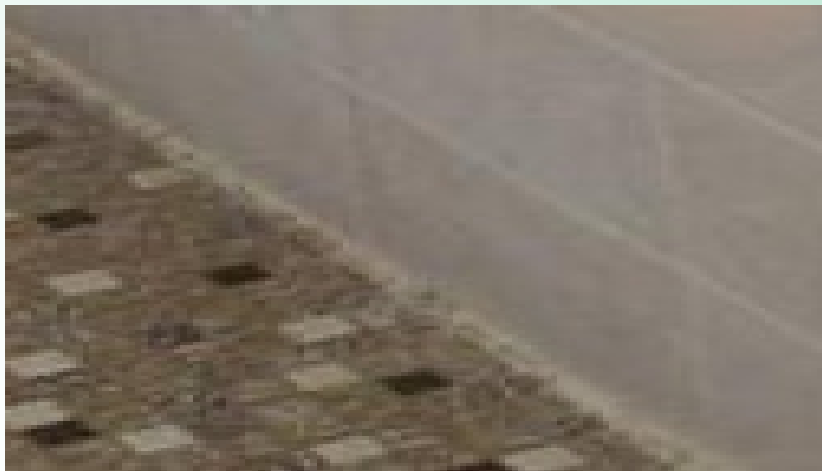
TILES

TILE01 - Low Level



- Includes replacement of cracked, damaged or missing tiles less than or equal to 0.5sqm or 10 floor tiles **which ever is the greater** including re-grout. Re-grout only less than or equal to 4sqm of existing tiles.

TILE02 - Medium Level



- Includes low level plus replacement of cracked, damaged or missing tiles less than or equal to 2sqm or 25 floor tiles **which ever is the greater** including re-grout. Re-grout only greater than or equal to 4sqm of existing tiles.

TILE03 - High Level

- Involves medium level including replacement of all cracked ceramic tiles with new including waterproofing as required within a room.