

# Negotiation: The Art of Getting What You Want



### Negotiation:



## The Art of Getting What You Want

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#### \* Setting Expectations



Let's have an interactive conversation

Why are you here?

What do you hope to learn?





#### DOGBERT THE **NEGOTIATION TRAINER**

WE'LL SEE YOU ON MONDAY FOR OUR FIRST LESSON.





SURE. I'LL SEE YOU ON MONDAY OR TUESDAY. POSSIBLY WEDNESDAY.



PAID YOU TO START MONDAY. ©2018 Scott

WE

THINK HOW MUCH YOU'LL LEARN WHEN I DON'T SHOW UP.







#### The Steps



- 1. Setting the Stage
  - 2. Key Documentation
  - 3. Building the Statement of Work
- 4. Verifying compliance
  - 5. Taking Title
  - 6. Wrapping up







## 1 Setting the Stage: Knowing What You Want



- Define your Requirements
- Define Expectations

- Develop your Team
- Establish a "Chain of Command"

Create a Roadmap







#### 1.1 Knowing What You Want



- Define your Requirements
  - Understand the inputs to the negotiation
- Define Expectations
  - Understand the desired outputs from the negotiation







#### 1.2 Knowing Who Decides



#### Develop your Team

- People with appropriate knowledge
- People with appropriate responsibility
- People with appropriate authority

#### Establish a "Chain of Command"

The team must speak with one voice







#### 1.3 Knowing When to Adjust



#### Create a Roadmap

- Set reasonable goals
- Set an end date
- Set benchmarks along the way
- Monitor your progress







#### 2 Key Documentation



If It Is Not In Writing, ...

... It Does Not Exist







## If It Is Not In Writing, It Does Not Exist



- Use Plain Language
  - Even for common terms
- Clear Responsibilities
- Critical Issues Defined
- Precedence of Documentation







## If It Is Not In Writing, It Does Not Exist



- Critical Issues Defined
  - Named Staff / Key Personnel
    - Rights to change
  - Require Detailed Equipment Lists
  - Title and Title Transfer
  - Confidentiality
- Precedence of Documentation
  - Clearly defined







#### The Statement of Work; Your roadmap to completion



#### **Three Critical Components**

- The Implementation Plan
- The Schedule
- The Responsibility Matrix

#### Each should be clear and concise

Proposal "Sales-ey" language should be avoided







#### The Three Critical Components



- The Implementation Plan
- The Schedule
- The Responsibility Matrix

#### Must be aligned!







#### Performance











- Test to the proposed design
- Define criteria for success
- Define requirements and allowances for testing and retesting
- Tightly define all critical tests





- Test to the proposed design
  - As well as the standard features
  - It is your right to have every feature tested
- Define criteria for success
  - And the requirements if failed!





- Define requirements and allowances for testing and retesting
  - What defines a "Retest"
  - What needs to be retested
- Define which tests are separable
  - And which are not!





- Tightly define all critical tests
  - Coverage, voice quality, message success, etc.
  - GUI operation, API Integration, etc.
  - Redundancy, Failure recovery, Etc!







#### Taking Ownership:



Beneficial Use, System Acceptance, and Warrantee

#### **Define Beneficial Use**

or "use for intended purpose"

#### **Define System Acceptance**

Avoid unintended acceptance







#### Taking Ownership:



Beneficial Use, System Acceptance, and Warrantee

#### Define warranty start, and maintenance responsibilities during;

- Implementation, Testing, Test Use, Acceptance period Don't forget;
- Inadvertent Use

## Define warranty/maintenance requirements and allowances







#### Negotiation: It's Not a Contest



#### Know what "Success" looks like

#### And

Know when to move on!







#### It's Not a Contest



#### Don't confuse "Winning" and "Success"

## A Successful Implementation can not start if one side "loses" during negotiations

- For success both sides must come to agreement
- Each must find value in the outcome







#### Negotiation: Know When to Move On



## Negotiation failures are rarely a success for anyone Know your parameters and limits

- Know where your limits are
- Know what your costs are
- Know when to call it quits
- Know who is responsible/authorized to make the decision





#### Items That Impact Contract Results

- Clear acceptance terms
  - Acceptable operation
  - Subsystem vs. System acceptance
  - System Coverage
- Factory, site, and final acceptance testing
  - If not representative of true system performance
  - Or does not provide adequate test "coverage"
- Adherence to good workmanship standards
- Anything that could cause acceptance before testing is complete
  - "Beneficial Use" statements
  - "Deemed Accepted" clauses





#### Items That Impact Contract Cost

- Parts list errors
- Payment schedules that favor the vendor
  - Payment on shipment rather than on receipt/acceptance
- Costs for equipment or services not wanted or needed
  - Software and Service Contracts on "Spare" equipment
- Items that can completed by the agency at lower cost
- Factory acceptance testing performed out of the country or in a cost-prohibitive location







#### Contract Negotiations



Small issues can impact the final contract

Contract negotiations with the right support and knowledge can ultimately save millions







## Q&A - DISCUSSION

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#### Thank You

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"Unleashing the Power of Technology"







## PRESENTATION TITLE





## SPEAKER NAME SPEAKER TITLE





#### CONTENT HEADER



Content





#### SLIDE HEADER

#### Content







## PRESENTATION TITLE





## SPEAKER NAME SPEAKER TITLE





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Content





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#### Content





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