





# Getting What You Want: System Contract Negotiation



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Let's have an interactive conversation

Why are you here?

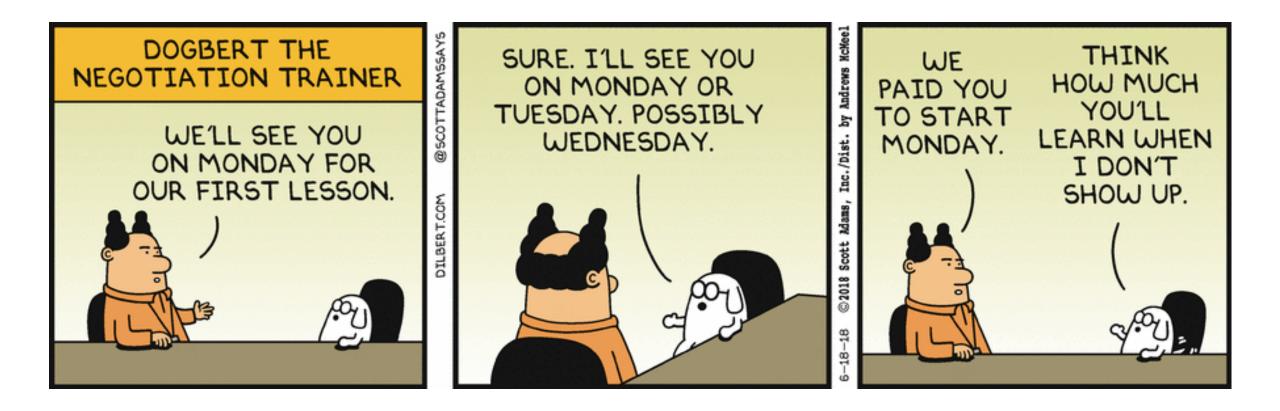
What do you hope to learn?



How can we help you?













- Setting the Stage
- Documentation the Process
- Building the Statement of Work
- Verifying compliance
- Taking Title
- Wrapping up





1 Setting the Stage: Knowing What You Want

- Define your Requirements
  Develop your Team
- Define Expectations
  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





#### 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

#### **1.2 Knowing Who Decides**







**1.3 Knowing When to Adjust** 

#### **Create a Roadmap**

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





. . .



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





3 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!















- 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!







#### **Beneficial Use, System Acceptance, and Warrantee**

#### Define Beneficial Use

- or "use for intended purpose"
- Define System Acceptance
  - Avoid unintended acceptance







#### **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





# 5 Negotiation: It's Not a Contest

## Know what "Success" looks like

And

# Know when to move on!







# 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







#### **Small issues can impact the final contract**

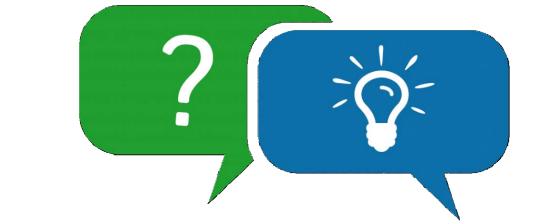
#### Contract negotiations with the right support

#### and knowledge

can ultimately save millions









# **Discussion; Q & A**





# **Expectations Reviewed**







# Negotiation: You can't always get what you want



# But if you negotiate right, You can get what you need!





# **For More Information**

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