

US ARMY CORPS OF ENGINEERS DOCUMENTATION OF LOST DESIGN					ROUTING			
1. PROJECT					1			
					2			
					3			
2. LOCATION					3. PROGRAM YEAR (YYYYMMDD)			
4. PROJECT NUMBER		5. AMPRS PROJECT KEY		6. COEMIS WORKCODE				
<b>DEFINITIONS:</b>								
<p><i>Breakage:</i> Lost design for any project not planned to be constructed as part of an ongoing or planned program. Breakage includes program drops and project cancellations. (NOTE: Breakage is not reported as lost design.)</p> <p><i>Lost Design:</i> Design cost which must be scrapped and/or redone prior to award of a construction contract because of changes in the scope of a project, criteria, weapon system requirements, or any other reason which invalidates completed portions of design.</p> <p>NOTE:</p> <p>(1) Scope designed as an additive construction contract bid item, but not awarded, will be included as lost design.</p> <p>(2) Design changes which do not result in increased design cost are not lost design.</p> <p>(3) The cost of Value Engineering (VE) studies and any contract modification costs related to a VE study will not be included as lost design.</p>								
7. ESTIMATE OF LOST DESIGN COST					8. LOST DESIGN PERIOD (Report to the Nearest Month End)			
ORGANIZATION	OFFICE SYMBOL	TOTAL MANHOURS	DESIGN COST	ADP WORKCODE				
ENGINEERING DIVISION STAFF					FROM			
SOILS SECTION					TO			
GEOLOGY SECTION					9. PERCENT COMPLETE WHEN LOST DESIGN OCCURRED			
SITE DEVELOPMENT SECTION								
SURVEY SECTION							%	
ELECTRICAL SECTION					10. CITE DIRECTIVE, CORRESPONDENCE OR OTHER BASIS FOR LOST DESIGN			
MODIFICATIONS AND SPECIFICATIONS SECTION								
COST ENGINEERING SECTION								
MECHANICAL SECTION								
DRAFTING SECTION								
STRUCTURAL SECTION								
ARCHITECTURAL SECTION								
DESIGN BRANCH								
MILITARY PLANNING SECTION								
ARMY PROJECT MGMT SECTION								
AIR FORCE PROJECT MANAGEMENT SECTION							(Reserved for use by Program Management Section Only)	
FAC ENGR SUPPORT SECTION								
PROGRAM MGMT SECTION								
SURVEY FIELD								
CORE DRILL OPER								
REPRODUCTION BRANCH								
A-E SURVEY								
A-E DESIGN								
TOTAL								

11. REASON CODES FOR LOST DESIGN (See Definitions Below)				
A. HIGHER AUTHORITY CHANGE	B. USER CHANGES	C. COST CONSTRAINTS	D. DESIGN ERROR OR OMISSION	E. CHANGED CONDITIONS
<input type="checkbox"/> PROGRAM AMOUNT	<input type="checkbox"/> AVAILABLE FUNDING	<input type="checkbox"/> REDESIGN WITHIN AVAILABLE FUNDS	<input type="checkbox"/> A-E DESIGN ERROR	<input type="checkbox"/> DIFFERING SITE CONDITIONS
<input type="checkbox"/> SCOPE	<input type="checkbox"/> SCOPE	<input type="checkbox"/> ADDITIONS NOT AWARDED	<input type="checkbox"/> IN-HOUSE DESIGN ERROR	
<input type="checkbox"/> CRITERIA	<input type="checkbox"/> CRITERIA		<input type="checkbox"/> SCHEDULE DELAYS	<input type="checkbox"/> DESIGN AGENT ERROR
<input type="checkbox"/> WEAPON SYSTEM	<input type="checkbox"/> WEAPON SYSTEM			
<input type="checkbox"/> SCHEDULE	<input type="checkbox"/> SCHEDULE			

12. ADDITIONAL COMMENTS OR REMARKS

13a. PREPARED BY (Name First MI Last, Title)	13d. OFFICE SYMBOL	13b. DATE (YYYYMMDD)	13c. SIGNATURE
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**LOST DESIGN REASON CODE DEFINITIONS**

Lost design can occur for many reasons. The following list of reasons, intended to be coded for reporting to higher authority, give a definition for each to provide uniformity in the reporting process. The reasons are grouped into five broad categories, each representing either a level in the chain of command or a particular phase of the design/construction process.

A. Higher Authority Change. Changes directed by a level above the organization charged with executing the mission supported by the project. Congressional, OSD, or Service Headquarters staffs would be the usual source of these changes.

A.1. Program Amount. Changes in available funding imposed by higher authority, e.g., program/budget revisions, appropriated amounts, and Service reallocations after appropriation.

A.2. Scope. Changes in scope to a project directed by higher authority, e.g., expanded requirement.

A.3. Criteria. Changes in criteria directed by higher authority.

A.4. Weapon System. Changes in design caused by revisions to a weapon system, e.g., reduced production rate, different basing scheme, etc.

A.5. Schedule. Changes in schedule resulting from higher authority action.

B. User Changes. Changes usually imposed by the installation, operating unit, or major command.

B.1. Available Funding. Changes resulting from redesign to keep project within funding availability.

B.2. Scope. Changes caused by technical difficulties, planning omissions, etc.

B.3. Criteria. Changes caused by command preference, technology advances, facts of life.

B.4. Weapon System. Inadequate facilities planning during weapon system development, bed-down reality.

B.5. Schedule. Changes resulting from a scheduling constraint imposed by the using activity.

C. Cost Constraints. Changes resulting from funding shortfalls.

C.1. Redesign Within Available Funds. Redesign required as a result of a funding shortfall.

C.2. Additions Not Awarded. Projects with additive bid items requiring design that are not awarded due to funding constraints.

C.3. Schedule Delays. Redesign caused by delays occurring during the design process.

D. Design Error or Omission. Changes resulting from inadequate performance on the part of the design agent or the A-E.

D.1. A-E Design Error. Changes due to inadequate design provided by the A-E.

D.2. In-house Design Error. Changes due to inadequate design provided by the in-house design team.

D.3. Design Agent Error. Changes due to inadequate guidance to the A-E including vague contract language, ambiguous criteria, etc.