

## **CONTRACT PROJECT DIRECTIONS**

Print out and go through the "Project-Contract for Review" file to find as many "catches" as you can – these are errors or omissions as described below.

You need to look for:

**CONTRADICTIONS, OMISSIONS, VAGUENESS, AND UNFAIRNESS.**

Contradictions are of two types: technical (e.g. dates that don't match up) and substantive (we're calling you "A" but treating you like "B").

Omissions include necessary contracts elements, large and small, that just aren't there, or are incomplete, such as dates, roles, names, places, benchmarks, lists, etc. Also look for important "General Provisions" per our T&D sheet that aren't there that should be.

Vagueness is when elements of the contract are under-explained, or open to two different interpretations. Ex: "quickly" -- is that one week, one year, or what?

Unfairness is exactly what it sounds like: one party is shafting the other one with an operative term or condition in the contract. Ex: Producer shall sign over all right, title and interest in all its real estate forever to janitor.

Note: marking the error and annotating it in the margins to explain why it's a no-no is exactly how you should approach this. Do NOT correct the error or write a new clause. You're just being taught to catch errors and possible issues, and to know why they're a problem.

The baseline score is 65, so, in order to get 100/100 on this, you will need to find and annotate 35+ valid "catches." I will allow up to ten points of EC (110/100) for over-achievers.