

1.1.14 Storage

- A. The Contractor shall arrange for the proper storage, protection and watching of all equipment delivered to the Site. Items of the Plant that may be affected by humidity, heat, dust or sand as panels, motors, meters etc. shall be stored in closed air-conditioned rooms or otherwise protected against heat, humidity, dust and sand.

1.1.15 Orders, Invoices, etc.

- A. The Contractor shall provide the Engineer with three copies of all sub-contracts, orders, and invoices, certificates of origin, shipping documents related to the supply of services, materials and goods required for the Works.
- B. The Contractor shall submit with his valuation of Works a list detailing material on Site, last valuation, material received on Site since last payment, material used during said period and balance of material on Site.

1.1.16 Local Agent

- A. The equipment used shall have local agents certified by the manufacturer to check, test, and commission and maintain the equipment and systems.

1.1.17 Approval of Sub-contracts

- A. Before entering into any sub-contract for the supply of any materials or goods the Contractor shall obtain the Engineer's approval in writing of the sources from which he proposes to obtain such materials or goods. Should the Engineer at any time be dissatisfied with such materials or goods or with the methods of operation carried out at such sub-contractor's works or place of business, he shall be empowered to cancel his previously given approval of such sub-contractor and to specify any other suppliers whom he may choose or to approve another sub-contractor for the supply of such materials or goods. The Contractor shall then obtain the said materials or goods from such other supplier and shall bear any additional cost thereof.

1.1.18 Working Program

- A. The Contractor shall submit the Working Program as specified in the Contract Documents.
- B. It shall take into account the periods required for checking the Contractor's designs as detailed in the Conditions of Contract.