

SPECIAL CONDITIONS OF CONTRACT

1. The Institute will not be held responsible for payment of any compensation to the labourers engaged by contractor.
2. The contractor shall submit the running/final bills. These bills shall be paid after proper and thorough scrutiny by the Chief Engineer/Institute Engineer within 21 days of certification of bill.
3. The contractor will not at any time cause or permit any nuisance on the site or adjoining areas or do anything, which shall cause unnecessary disturbances or inconveniences to the owner, residents, guests, students etc.
4. Contractor shall obtain necessary gate pass; labour tokens from the security officer.
5. Contractor shall obtain prior permission for carrying out work on Sundays & holidays.
6. Contractor shall intimate in advance and obtain prior approval before undertaking any extra items. The rate for such extra items, if approved, will be based on calculation of existing market rates.
7. If there is any abnormal increase or reduction in quantities shown in BOQ no compensation or extra rate shall be paid on this accounts.
8. The Institute will be at liberty to cancel some of the items from the contract. In such cases, the contractor cannot claim any compensation or percentage as profit.
9. The quality, time schedule for completion of work and well behavior with Client, and engineers of this project shall be essential & must for this project.
10. This contract shall be deemed to have been made in Mumbai and only the court of competent jurisdiction in Mumbai shall have jurisdiction to determine any question or dispute arising out of the contract.
11. On the completion of the works the contractor shall at his own cost clear away and remove from the site all material, equipments, surplus materials, rubbish and leave the entire site and works clean in a workmanship condition to the satisfaction of the employer.
12. Time is essence of contract. For delay in completion of work penalty as per suggested by the architect will be imposed.

Signature of Contractor