

CCS SUGGESTED STANDARD OP CODES AND RESOURCE CODES

Title	CCS Suggested Op Codes and Resource Codes - Principles of Coding
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This TechNote should be read in conjunction with the following documents:

1. CCS Suggested Standard Resource Codes.
2. CCS Suggested Standard Op Codes

Print the Suggested Standard Resource and Op Codes before reading the rest of this TechNote.

General Principles

1. In CCS the Op Code and Resource Code columns are sorted automatically on the code in ascending numeric-alpha order. It makes sense to have like Op Codes and Resources arranged together in the same place in the list. The intention of the standard coding structures is to achieve this.
2. It is important for an estimator to be able to find Op Codes and Resources quickly while pricing a job.
3. In time the estimator will create a master job which will contain all typical bill items (Op Codes) and Resource build ups. The master may contain hundreds and possibly even thousands of items. Using a structured Resource and Op Code will ensure the estimator can work quickly and efficiently.
4. Please note that the Op Codes and Resource Codes are **NOT** accounting codes and should be developed by the estimator for estimating. Class, Task and Bill codes are the accounting codes in the CCS System.

CCS suggested Standard Op Codes

The following principles are intended to serve as a guideline as to how we created the standard CCS Op Code structure.

1. Each Operation Code (Op Code) consists of an upper or lower case alphabetic trade designator followed by a SEVEN digit alpha numeric code

This suggested standard Op Coding layout works on the basis that the alphabetic trade designator is followed by at least FOUR numbers.

E2000 & C3431

Each number, by its position within the four digit code, represents a fragment of the bill description. The meaning of this number is laid out by trade and varies accordingly for each code.

E2=(Excavator)Bulk

C3=(Concrete)Reinforced

2. The code begins by describing the Bill item generally, E2000 = Bulk excavation and becomes more specific as each number is added.

E2331

E = Excavation
 2 = Bulk
 3 = ne 4m deep
 3 = basement excavation
 1 = below NGL

3. Greater detail may be obtained by adding on lowercase alphas to the derived code. The maximum number of characters allowed excluding the trade designator is 7. The CCS suggested code structure provides for 6 divisions after the Trade code, thus there is always one extra column available.

4. The code is generally divided up into: C3431
- | | |
|----------------------------------|-------------------------|
| WHAT it is - general to specific | 3 = Reinforced concrete |
| WHERE placed / found | 4 = 20 MPa |
| | 3 = in columns |
| | 1 = rectangular columns |
- HOW or any other detail required.

5. The number 0 is generally not used, but is available for special usages.
6. This suggested standard Op Code system has been developed so that it is not specific to any particular country. Users will enter the trade names and descriptions of materials commonly specified in their own area of operation.

CCS suggested Standard Resource Codes

- Each Resource Code consists of an eight digit alphanumeric code and the structure is left entirely to the user.

Each number, by its position within the eight digit code, represents a fragment of the resource description. The first digit represents the general resource Type, with the following digits providing a further breakdown.

Each digit added to the resource codes provides a more specific description of the resource.

For example:

31711 - 6m3 tipper
 3 = Plant
 1 = Site Transport
 7 = Tippers and Dumpers
 1 = 6m3 Tipper
 1 = further description or breakdown

- Each resource code is preceded by a 1 digit alpha numeric Resource Type column which determines whether the resource is a simple or complex resource.

If the resource is a simple resource a 1 digit Alpha figure will be entered in the Resource Type column. A maximum of 9 Alphabetic Resource Types may be defined.

Example of resource Types for Simple resources

A = Preliminary & General
 L = Labour
 P = Plant
 M = Material
 S = Sub contractor

for example:

T	RES CODE	DESCRIPTION	
*	3	PLANT	<--- Heading because Resource Type is * an asterix
P	31711	6 m3 Tipper	<--- Simple resource because Resource Type is P
7	3171	6 m3 Tipper Wet & Operator	<--- Complex resource because Resource Type is 7

- A numeric Resource Type will have the numbers 9 to 1 in the Resource Type column which represents the complex resource level. Level 9 represents the most basic complex resource where a level 1 represents the most 'built-up' complex resource.

Simple and Complex resources are described in more detail in the CCS manuals

- An "*" Asterisk in the Resource Type column represents a heading.