Table 3: Definitions of Phases

Phase	Typical Participants:	Start/Stop	Typical Activities and Products	Typical Cost Elements
Front End Planning	Owner Personnel Planning Consultants Constructability Consultant Alliance/Partner	Start: Defined Business Need that requires facilities Stop: Total Project Budget Authorized	 Options Analysis Life-cycle Cost Analysis Project Execution Plan Appropriation Submittal Pkg P&IDs and Site Layout Project Scoping Procurement Plan Arch. Rendering 	 Owner Planning Team Personnel Expenses Consultant Fees & Expenses Environmental Permitting Costs Project Manager/Construction Manager Fees Licensor Costs
Detail Engineering	 Typical Participants: Owner Personnel Design Contractor Constructability Expert Alliance/Partner 	Start: Design Basis Stop: Release of all approved drawings and specs for construction (or last package for fast-track)	 Drawing & Spec Preparation Bill of Material Preparation Procurement Status Sequence of Operations Technical Review Definitive Cost Estimate 	 Owner Project Management Personnel Designer Fees Project Manager/Construction Manager Fees
Procurement	Typical Participants: Owner Personnel Design Contractor Alliance/Partner	Start: Procurement Plan for Engineered Equipment Stop: All engineered equipment has been delivered to site	 Supplier Qualification Supplier Inquiries Bid Analysis Purchasing Engineered Equipment Transportation Supplier QA/QC 	 Owner Project Management Personnel Project/Construction Manager Fees Procurement & Expediting Personnel Engineered Equipment Transportation Shop QA/QC
Construction	Typical Participants: Owner Personnel Design Contractor (Inspection) Construction Contractor and its Subcontractors	Start: Commencement of foundations or driving piles Stop: Mechanical Completion	 Set Up Trailers Procurement of Bulks Issue Subcontracts Construction Plan for Methods/Sequencing Build Facility & Install Engineered Equipment Complete Punchlist Demobilize Construction Equipment 	Owner Project Management Personnel Project Manager/Construction Manager Fees Building Permits Inspection QA/QC Construction Labor, Equipment & Supplies Bulk Materials Construction Equipment Contractor Management Personnel Warranties
Startup / Commissioning	Note: Not usually applicable to infrastructure or building projects	Start: Mechanical Completion Stop: Custody transfer to user/operator (steady state operation)	 Testing Systems Training Operators Documenting Results Introduce Feedstocks and Obtain First Product Hand-off to User/Operator Operating System Functional Facility Warranty Work 	 Owner Project Management Personnel Project Manager/Construction Manager Fees Consultant Fees & Expenses Operator Training Expenses Wasted Feedstocks Supplier Fees