

## **MBElite Pricing Training Syllabus (2 Day Course)** **Day 1**

### **An Introduction to Masterbill Elite** Product Overview

#### **First Steps**

- Logging In
- Introducing the Project Manager
- Creating a New Division

#### **Creating a Bill for Pricing**

- Creating a Project
- The Project Structure
- Basic Measurement
- Creating a new Bill

#### **Basic Pricing**

- An Introduction to Pricing in Masterbill Elite
- Setting up Tenders
- Basic Pricing (Direct input)
- Finding Prices
- Matching Prices
- Tender Comparison
- Cost Analysis

#### **Detailed Pricing**

- Pricing Using Resources
  - Adding a Resource from Scratch
  - Adding a Resource from the Resource Library
  - Copying Individual Resources from Elsewhere
  - Copying All/Selected Resources from Elsewhere
  - Using Sub Resources
  - Find Resourced Prices
  - Match Resourced Prices

## **MBElite Pricing Training Syllabus (2 Day Course)** **Day 2**

### **Sub Contract Packaging**

- Adding Packages to the Project Structure
- Allocating Bill Items to Sub Contract Packages
  - Allocating Individual & Multiple Items
  - Allocating Grouped Items
  - Allocating by Matching to a Previous Project
- Removing Bill Items from Sub Contract Packages
  - Removing Single Items
  - Removing Multiple Items
- Working with Package Bills
  - Setting up Tender Categories
  - Setting up Sub Contractor Tenders
  - Assigning Tenderers to Sub Contract Packages
  - Printing & Exporting Sub Contract Bills
- Pricing a Sub Contract Package Bill
  - Using Single & Multiple Tender Views
  - Using Sub Contract Package Summary
  - Transferring Sub Contract Prices to the Master Tender Document
  - Sub Contract Package Comparison Summary
  - Incorporating a Last Minute Tender
  - Incorporating a 'Labour Only' Sub Contract Tender

### **Reports**

- Printing a Priced Bill
- Resource Report Summary
- Detailed Resourced Report
- Resource Breakdown Totals

### **Adjustments**

- Change a Resource Rate
- Change a Resource Waste
- Change Resource Price Adjustment
- Change Resource Quantities
- Price Only Adjustment
- Global Allowances/Adjustments
- Allocating Allowances/Adjustments

### **Editing the Library**

- Amending an existing Resource
- Adding a New Item to the Resource Library