Section 7: How to Add or Remove a Material from a Contract

Applicable Roles:

- 1. Materials Regional Coordinators
- 2. District Materials Sup. & Office Coord.

7-1 NAVIGATING THE CONTRACT

Go to the Home Page.

Click on Contract Administration.

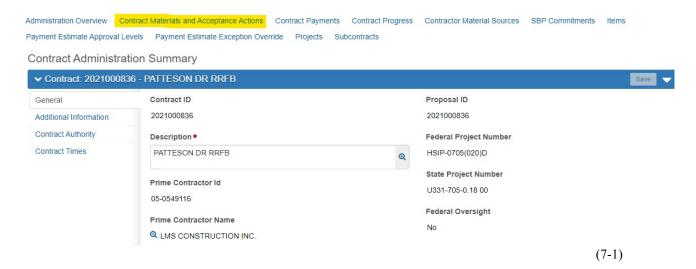
In the Search Box Enter the Contract ID Number.

Right click on the Contract ID Number and choose open link in new tab.

Click on the **new tab** you just opened.

This takes you to the Contract Administration Summary Page.

Click on Select Contract Materials and Acceptance Actions (at the top).



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Click on the Materials Tab (on the left).

In the Search Box, Enter the Line Number you want to edit.



7-2 DELETING A MATERIAL

Click the > (on the left) under **Descr** to expand the Line Item you are working on.

Contract Materials a	and Acceptance Actions Su	ummary						
✓ Contract : 20210008	36 - PATTESON DR RRFB						Save	- (
Materials					Iten	1 Source		
Acceptance Actions	Q 0020	8	Line Item Sort	Showing 1 of 1	No	Filter		
Line Item Certification							0	0 change
	> Descr	Item	Proj Ln Num	Matl Set to Dt		Material Set ▼ ▼	Materials	_
	CONTROLLED LOW STR	219001-001	0020		0.000	Default	1	
							(7-3	3)

If the Material has not been posted to, you can click the ▼(on the right) of the Material.

Select Delete.

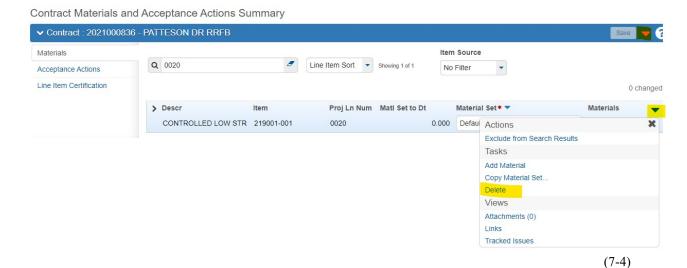
Click Save.

Do NOT confuse this with the Action Menu for the Item itself (highlighted in orange).

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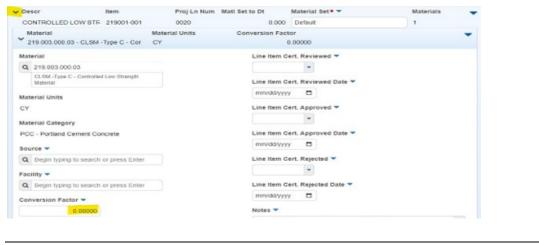
(7-5)



NOTE: If the project **HAS** posted to this item, you will **NOT** be able to Delete this Material. Instead, click on the > Arrow (to the left of **Descr**.) of the Material you are working on.

Scroll down to the Conversion Factor Field and change it to 0.00.

Click Save.



7-3 ADDING A MATERIAL

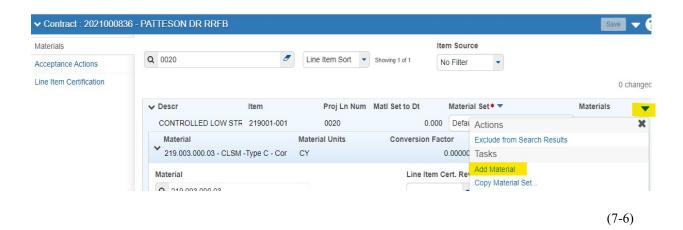
Click on the Materials Tab.

Click the Action Menu of the Item (NOT the Material).

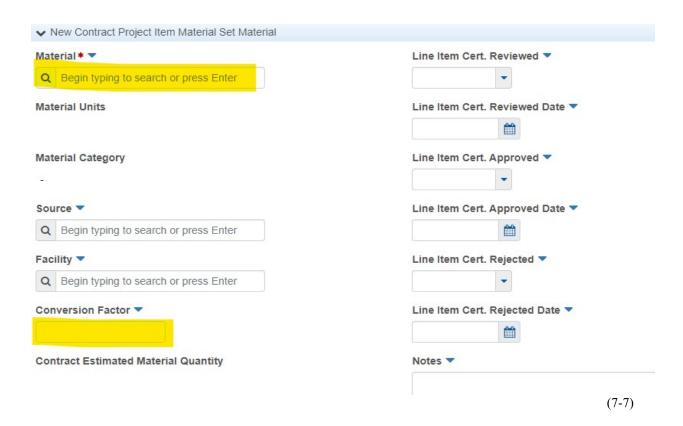
Click Add Material.

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A dialog box (with a Blank Material Field) will open.

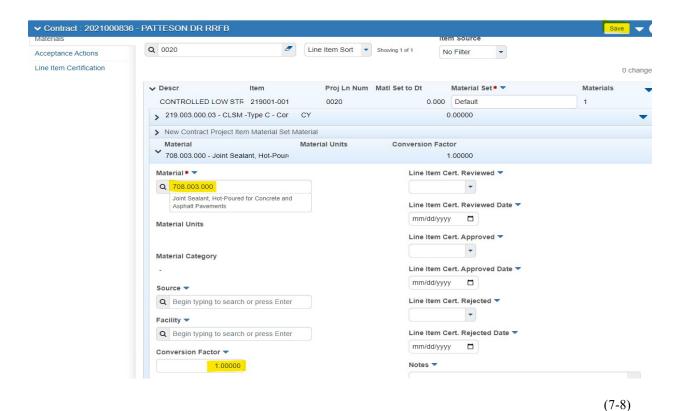


In the Field under Material* ▼, Enter the Material Name or the Material Code.

Set the Conversion Factor to 1.0.

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Click Save.



You are done Adding a Material.

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