

SAMPLE PURCHASE ORDER



3028 Judkins Road, Suite 1, Eugene, OR 97403
 Phone: (541) 687-9445 * FAX: (541) 687-9451
 www.ChambersConstruction.com CCB
 #114258

PURCHASE ORDER

Job No. XXXX

PROJECT:**DATE:** March / April 2019

MISSION ST SE

CODE #: 1001.001

LINE #: .1

F.O.B: Jobsite**SUPPLIER:**

T.B.D. Vendor

SHIP TO: (Job site address)

Chambers Construction Co.

MATERIALS TO BE SUPPLIED:**TOTAL:** Zero Dollars and no/ 100

\$0.00

DELIVERY DATE: Per project superintendent**BILLING INSTRUCTIONS:**

Unless otherwise directed or authorized, in writing, by Contractor, all applications for payment and all supporting documents (including but not limited to lien waivers, sworn statements, and the like) for Subcontractor and its sub-subcontractors and suppliers, shall be in electronic format and shall be submitted to Contractor using the Textura CPM payment management system. Subcontractor shall be responsible for the fees and costs owed associated with Subcontractor's use of the Textura CPM payment management system. Subcontractor shall include a similar provision in its sub-subcontracts and purchase orders. Fees to subcontractors are calculated as 0.18% of contract value, with a minimum of \$50 and a maximum fee of \$2,500. Fees to Subcontractors'; sub-subcontractors and suppliers are a fixed fee of \$50 per sub-subcontractor or supplier contract. Fees will be deducted from the first Draw and reconciled at the end of the project for change orders issued throughout the project. DO NOT CONFIRM a contract in Textura unless it correlates with a subcontract you have received; fees are assessed on the first confirmed amount. If this is new to your company, see enclosed "Subcontractor Pocket Guide" and "Textura Construction Payment Management for Subcontractors and Material Suppliers" for further information. First time users on the Textura Payment Management System need to contact Paula Manning at Chambers prior to their first draw. If you are already a Textura user, you will receive an invitation to participate on this project via email once the project is let.

BY:

Controller
