## D Business

## Developing Unit-Cost Assemblies for Estimating <br> by Bob Kovacs

Someone posted a question on JLC's estimating forum recently about using standard assemblies to reduce the amount of time it takes to estimate. He wanted to know how to develop the assemblies and how detailed they ought to be. It's not the first time I've heard this question and it struck me that many contractors would benefit from knowing how to create and use assembly pricing.

Assemblies estimating is exactly what it sounds like: preparing an estimate using unit prices for entire assemblies of work, rather than by counting each stick and brick. This method is often used for budget estimates or when plans aren't fully defined, because it allows you to do quick estimates for a job you don't yet "have." If you get the job, you can go back later and do the sticks-and-bricks takeoff that is re-
quired to generate your materials lists. Some of the higher-powered estimating software such as Timberline and Master Builder can be set up to automatically generate the materials list during the assemblies estimating process.

## Number of Assemblies

For the purposes of this article, I'll assume you're estimating by hand (shame on you) or by using a spread-

Bare Wall Framing - $2 \times 4-8^{\prime}, 16^{\prime \prime} 0.6$. (based on 100 LF of wall)

| Item | Quantity | U/M | Unit Cost | Labor | Material | Sub |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |

Wall Framing w/Headers $-2 \times 4-8^{\prime}, 1^{\prime \prime} 0 . c$. (based on 100 LF of wall)

| Item | Quantity | U/M | Unit Cost | Labor | Material | Sub | Total |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 2x4-8' Precut Stud - Assume 1 per LF | 100 | EA | $\$ 3.25$ |  | $\$ 325.00$ |  | $\$ 325.00$ |
| $2 \times 4-16^{\prime}$ Plates - Sgl. Bottom, Dbl. Top | 19 | EA | $\$ 6.70$ |  | $\$ 127.30$ |  | $\$ 127.30$ |
| 2x12-16' - Dbl. Headers - Assume 15 LF | 2 | EA | $\$ 20.25$ |  | $\$ 40.50$ |  | $\$ 40.50$ |
| 16d Commons | 4 | LB | $\$ 0.65$ | $\$ 2.60$ |  | $\$ 2.60$ |  |
|  |  | Figure 2. This assembly is the same as the first | Assembly Total: | $\$ 495.40$ |  |  |  |

sheet. The first thing you have to decide is what assemblies you need and how detailed you want them to be. If you need to estimate framing, you'll want assemblies for items such as walls, floors, and roof systems. If you're a finish carpenter, you may need assemblies only for complex built-up trim, or maybe for a door assembly, which might include the door, jamb, casings, and hardware.

## Amount of Detail

The next thing to consider is the level of detail. For example, say you have a 2 x 4 wall that's 8 feet high. You could start with an assembly that consists only of top and bottom plates, studs, and nails (see Figure 1). As you can see, this basic assembly includes only three items. You could add other elements: Figure 2 shows the assembly
with a line item for headers. The quantity is based on the assumption that for every 100 linear feet of wall there will be 15 linear feet of $2 \times 12$ header.

It's up to you to decide what the quantity will be, based on the kind of jobs you do. If your projects always have a ton of doors and windows, you could include more feet of header. The quantities in all your assemblies will be based on the way you build.

You could expand the assembly to include exterior sheathing, insulation, and drywall (Figure 3). You could even include the siding. The advantage of doing that is you only have to perform a single calculation to determine the cost of the entire wall from inside to outside face.
The disadvantage of using this level of detail is that you will need different assemblies for every combination of
sheathing, insulation, drywall thickness, and siding type. As you can imagine, this could result in a huge number of possible combinations and an unmanageable number of assemblies.

I use a wall assembly that's similar to Figure 3, because 95 percent of the walls I estimate are 2 x 4 at 16 inches on-center, with $1 / 2$-inch plywood sheathing, R13 batt insulation, and $1 / 2$-inch drywall. If I estimated more $2 \times 6$ walls, I would create a separate assembly for them. The siding choices vary quite a bit, so I always estimate siding as a separate item.

Labor. You'll notice that the first two assemblies I've shown do not have line items for labor, while the third assembly does. The decision to include labor in each assembly or as a total "project framing labor cost" depends on whether you have labor cost data for specific continued on next page

Wall Assembly - 2x4-8' - w/1/2" CDX, Ins., DW (based on 100 LF of wall)
Item
2x4-8' Precut Stud - Assume 1 per LF
continued from previous page
items of work. The assemblies I use include a line for labor, and you may want to consider doing this if you have historical data for how many hours it takes your crew to frame a particular type of item.
If you don't have such information, you will need to carry a separate line item for labor. This is often the case with small additions and remodels, or on framing projects where the overall amount of labor is tracked but not broken down by task.

## Adjustments

Once the assemblies are created and priced, you need to come up with some adjustment factors to use when there is something different about the job.
For example, the wall assembly shown in Figure 1 shows a unit cost of $\$ 4.55$ per linear foot of wall, and is based on the "typical" 100 linear feet used to construct the assembly in the spreadsheet. If the actual project you're estimating includes only 20 feet of wall, or if it includes 100 feet with an extremely high number of corners, you may find that you'll need more studs than the assembly would allow for. In
this case, you could adjust the cost for the wall assembly, either by a percentage or by an amount per foot, based on the actual conditions.
Productivity. The unit cost for material does not vary that much for differ-ent-size jobs. But the unit cost for labor can vary significantly, so it's important to include an adjustment factor related to labor productivity. For instance, the amount of labor it takes to frame a linear foot of wall will be higher if the wall is short or if the work is really cut up.
By the same token, the unit labor cost will be lower if the job is much bigger than the jobs you based your assembly pricing on. The crew can get into a "rhythm" and there may be economies of scale.
While I can't tell you precisely how much to adjust the unit costs for a particular project, I can say that I've seen them swing as much as 50 percent up or down based on actual project conditions. If you consistently do the same type of work (say, framing additions in the 200 -square-foot to 400 -square-foot range), and you devise your assemblies based on the quantity of an item that you typically see on your jobs, the vari-
ations are unlikely to be that great.
If, however, you perform a wide range of projects, from 100 -square-foot additions to 8,000 -square-foot custom homes, there will be big differences in the unit costs for wall framing at the two ends of your range. In those cases, you may want to consider setting up multiple assemblies. You could call one " $2 \times 4-8$ ' Wall Framing - Small Quantity" and another " $2 \times 4-8$ ' Wall Framing - New Home." You could then use the assembly that best matches the job you're estimating at the time.

Assemblies estimating can save a lot of time, once the assemblies are set up and correct. The pricing within the assemblies must be updated regularly to ensure that they are based on current material prices, labor rates, and sub rates. It takes some work to do this, but it's still much faster than doing a sticks-and-bricks estimate for every project. The time you save can then be put to better use - such as fishing.

Bob Kovacs has more than 15 years of experience managing and estimating residential and commercial construction projects. He moderates the estimating forum at jlconline.com.

