

Universal Material Acceptance (UMA) - Quick Reference Guide

When the Materials Sampling Guide (MSG) defines material sampling requirements for a material that has yet to be introduced into AASHTOWare Project, a sample record is to be submitted to NDOT Central laboratory for consideration. The project inspection personnel will create an AASHTOWare Project sample record and will provide the appropriate Material Acceptance. The sample record and associated documentation, stored in OnBase*, and/or physical sample will be submitted to the NDOT Central laboratory.

General

- **Material Code - Name:** UMA, Universal Material Acceptance material
- **Sample Size:** Report the represented quantity of entire sample.
- **Intended Use:** Location to be used or other information

Contract

- **Contract:** Select the contract to be associated to the UMA record.
- **Line Item:** Assign the line items to be associated to the UMA record.
 - Report the represented quantity of material on each line item.

Tests

- **Assigned Test(s):** The test(s) are required and shall be completed by the sample record creator.
 - **MSX001001, Universal Material Submission** (SiteManager only)
 - **MSF008001, Source Facility Brand Submission**
- **Acceptance Methods:** Based on the minimum material certificate, test, and inspection requirements as defined by the Materials Sampling Guide, these tests identify how the material is accepted. Acceptance method tests will be assigned by the project inspection personnel and are to be completed by NDOT Central laboratory.
 - **MSF003001, Visual Inspection Verification**
 - **MSL004001, Certificate of Compliance - Central Lab**
 - **MSL005001, Certificate of Test - Central Lab**
 - **MSL009001, Sample & Test – Central Lab**

The assignment of the acceptance method will notify the designated NDOT Central laboratory. UMA sample records will be authorized by the NDOT Central laboratory after evaluation.

*OnBase document retrieval function will work correctly when a UMA sample record is properly completed.